

# THE FJARRSTRAND SAGAS

A BARBARIANS OF LEMURIA CAMPAIGN SETTING

THE FJARRSTRAND SAGAS: A BARBARIANS OF LEMURIA CAMPAIGN SETTING



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*"ALL OF THIS HAS HAPPENED BEFORE, AND IT WILL ALL HAPPEN AGAIN."*

— J.M. BARRIE, PETER PAN



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# FJARRSTRAND

RIMHAF (THE FROZEN SEA)

THE MISTGATES

NIFLMAR (SEA OF MISTS)

HUSSTAD

YGGSELUND

AUSTRLUND

Vestmark

Ettgardr

Braegail

Marginkh Island

STORRVI (THE GREAT BAY)

RASILMAR (CHANNEL OF HORSES)

INDRELOGR (THE INNER SEA)

SKUGGSJALOGR (MIRROR SEA)

1 HEX = 20 MILES

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# CHAPTER ONE: INTRODUCTION

## THE FJARRSTRAND SAGAS

The Fjarrstrand Sagas is a heroic roleplaying game (RPG) set firmly in the sword-and-sorcery genre. Fjarrstrand is a fantasy world set in lands rich with magic and populated with creatures of both Norse and Celtic mythology. Fjarrstrand is a land of vast untamed wildernesses, towering ranges of misty mountains, roiling horror-filled seas, and frozen wastelands.

Giants raid settlements from their mountain strongholds, elves guard their hidden realms against human encroachment, great serpents rise from the grey-green ocean depths to attack ships, and the unquiet dead emerge from the mist to exact revenge upon the living.



Central to this harsh world are the palisaded strongholds and fortified settlements of human frontiersmen. These outposts teem with traders, craftsmen, sailors, cut-purses, adventurers, explorers, and mercenaries. All types of people ply their trades in the outposts, fortresses, towns, coastal ports, and frontier settlements of these lands.

Away from the lands of men, inscrutable elves dwell in vast, glamer-shrouded, vales and in realms

beneath Fjarrstrand's primeval forests. Dwarfs delve deep into the earth in search of precious metals and iron, which they forge into enchanted items of great beauty and strength. Through these, dwarven Artificers gain influence over wealthy and powerful men, amassing great wealth and garnering favors from these patrons.

It is a place of saga and legend, epic and myth. Agnar Keen-Eyed and his descendants created many of these sagas by their deeds and adventures. However, Fjarrstrand is a mighty continent, and there are plenty more adventures to be had, and legends to be created!

## ROLEPLAYING

Roleplaying means different things to different people – some see it as a tactical wargame, with the backdrop being perhaps a fantasy dungeon to be looted, whereas others see it as more of a freeform or improvisational storytelling exercise.

The Fjarrstrand Sagas is somewhere between the two. It certainly bears most of the more traditional RPG influences.

## THE PLAYERS

In The Fjarrstrand Sagas, the players create characters (the term is used interchangeably with PCs and Heroes throughout these rules) who, like the characters in a saga, will travel the land gaining renown by fighting monsters and rival clans, discovering great hoards of treasure (and losing it again), and generally living a life of bold adventure.

The character is a player's alter ego in the game. He can be a brawny berserker or a deft thief. She can be a dispossessed noble or a rapacious pirate.

The players decide these things when they create their characters. The players will create characters who, for whatever reason, will team up together to make their fortunes. Each player will decide the actions of his own character during the adventure and, where there is some doubt about whether the character could succeed or not, will roll dice to determine the outcome of events.

## THE GAME MASTER

One player does not create a character – he creates everything else though! He is the Game Master or GM. The GM has to present the world to the other players and describe events for them. He also has to play the roles of all the other characters (non-player characters, or NPCs) that the Heroes interact with in the course of their adventures. Luckily, to help the GM, there is a wealth of information about the lands of Fjarrstrand here in these rules.

## SIMPLE RULES

The Fjarrstrand Sagas should be fast and heroic – full of action, sorcery, and swordplay. To emulate this, a simple set of rules is needed, so the game does not bog down in unnecessary detail.

These rules tend more towards telling a good story than towards a wargame, with all the minutiae of detail that wargames often entail. So, there will not be rules for everything. If a player wants his character to do something for which there is no rule, the GM makes a judgment, using the Task Roll difficulty table if needed.

Very often you will not want to stop the action to look up a rule – there is no problem with this. The game is about heroic action, not stodgy detail. You could quite easily play The Fjarrstrand Sagas without ever needing to roll the dice, albeit very rarely.



## KEY TERMS

**Action:** Any activity by a player character that requires a dice roll.

**Advancement Points:** Points awarded by the GM that can be used to improve your character at the end of a Saga.

**Adventure:** A single quest or mission that the characters engage in. Each single adventure makes up a part of a much larger story arc, called a Saga.

**Arcane Power:** Used to determine how powerful a Magician or Priest is, and the level of spells he can cast.

**Attributes:** These are the four traits that define a character in The Fjarrstrand Sagas. They are Strength, Agility, Mind, and Appeal.

**Attack Roll:** This is a specific type of Task Roll made when you strike or shoot at your opponent during combat.

**Bonus Die:** An extra die that is rolled along with the Task Roll or Attack Roll – the lowest die result is discarded. On a regular roll adding two d6 together, (2d6) a bonus die would let you roll three dice and keep the best two. Having two bonus dice would mean you roll two extra dice (four dice in total) and discard the lowest two, etc.

**Boons:** Special benefits that the character has. A Hero has one Boon, plus another by taking a Flaw, up to a total of three to begin with.

**Calamitous Failure:** This is when things go badly wrong. When you roll two ones on a Task Roll, you can choose to convert your failure into a Calamitous Failure and be awarded a bonus Hero Point for later use.

**Careers:** Past or present vocations that the character has engaged in. A career is used to add a modifier to any Task Roll that isn't in combat.

**Combat Abilities:** Scores that rate how good a character is in various means of combat. Two of the combat abilities – Melee and Ranged – are used to add to Attack Rolls, Initiative is used to determine the order of combat, and Defense is used as a modifier when opponents are attacking you.

**Craft Points:** Used in artifice to gauge how long it takes to make a potion or a device.

**Damage Roll:** This is made when you've hit your opponent in combat, to determine how badly you injured them.

**Fate Points:** Used by Seers when divining what fate has in store.

**Flaws:** These are special challenges that the character must face. Characters usually have one Flaw if they have two Boons, or two Flaws if they have three Boons. However, if you wish, you may begin with as many as three Flaws (the third one is just for fun – you get no Boon for it).

**Hero Points:** An in-game currency that represents the luck and determination of sword-and-sorcery heroes. You spend Hero Points to make good things happen.

**GM:** Short for “Game Master”, the GM is a combination of director, screen writer, and referee. The GM is the person who “runs” the game, plays all the NPCs, and makes the rulings.

**Legendary Success:** This is when things go spectacularly well. It is achieved on rolling two sixes on a Task Roll and spending a Hero Point.

**Lifeblood:** The vitality of a character. When characters take damage, they lose Lifeblood. When their Lifeblood is reduced below zero, they are unconscious and possibly dying, if not dead.

**Mighty Success:** This is the result of things going very well. It is achieved by rolling two sixes on your Task Roll or by spending a Hero Point on a normal success.

**NPC:** Non-player character. This is a character portrayed by the GM. There are several different types of NPC – Rabble, Toughs, and Villains.

**PC:** Player character. These are characters portrayed by the players – the Heroes of our story.

**Penalty Die:** Essentially, the opposite of a bonus die, a penalty die is an extra die that is rolled where the highest die is discarded. If two penalty dice are added to a roll, the two highest dice are discarded, etc.

**Priority Roll:** This is a specific type of Task Roll made to determine the order of actions in a round of combat.

**Rabble:** These are lesser, unnamed NPCs. Individually they are no challenge in combat – in battle, they make up a horde of opponents, where by their sheer numbers they might bring down a Hero.

**Round:** In combat, the time it takes for each character involved to take their turn, usually representing the span of a few seconds, though the duration is not exact. A combat may comprise of several rounds.

**Saga:** A series of adventures that linked together form an epic tale.

**Scene:** A period of time in which the characters are all at one place for a given duration of time.

A combat counts as one scene, but most scenes are not combat related. An effect that lasts for an entire scene will go on until the GM says that the scene ends. A series of linked scenes make up an adventure.

**Task Roll:** Any time the actions of a character are not guaranteed to succeed or fail, the GM can call for the roll of two six-sided dice (2d6) to resolve whether the task was successful or not. Task Rolls can be made in combat (where they are called Priority Rolls and Attack Rolls) using a character’s attributes and combat abilities, and outside combat using attributes and careers.

**Toughs:** These are NPCs that are capable of providing something of a challenge to the Heroes, especially if there are two or three of them.

**Traits:** These are either Boons or Flaws – the first of each of which is determined by where you were born or brought up.

**Villain:** An NPC foe who is built the same way as the Heroes, or possibly even more powerful.



## CAREERS

The underlying system is based around the idea of careers.

A career gives an immediate overview of a character's capabilities – if your character is a Thief, you should be able to sneak around, break into buildings, and pick locks on chests. If your character is a pirate, you should be able to handle a ship or small boat, keep your footing on a pitching deck, know something about navigating by the stars, and so on.

There are no individual skills in The Fjarrstrand Sagas – there are simply these careers, which are the key to what your Hero knows and can do.

A Hero may have many careers throughout his life. He may have started out as a brash young berserker from the cold northlands – then he could have spent time in Stórrhafn as a thief, followed by a short spell as a mercenary captain, and then on to command a longship.

All players get to choose four careers for their characters, at which they have a little ability (rank 0), great ability (rank 5, although this would only be after they have gained great acclaim from their adventures), or somewhere in between (ranks 1 to 4).

Sometimes Heroes are known for what they do than for any other reason: Oglaf the Berserker, Hodri the Skald, and so on.



## ATTRIBUTES

Combined with the careers, there are four attributes, which are natural or born characteristics:

- Strength
- Agility
- Mind
- Appeal

Sometimes Heroes are more notable for their attributes: Sigritte the Agile, or Hroddred the Mighty.

## COMBAT ABILITIES

As the game is mainly about Heroes, there are also four combat abilities, which will be used to determine how quickly you react, how well you can use a sword or bow, or avoid attacks aimed at you. These are:

- Initiative
- Melee
- Ranged
- Defense

Heroes are often named after their combat skills: Breki the Swift, or Hilde the Red Archer.

## TRAITS

Your character's origin helps to further define your character and provides racial or regional traits, in the form of Boons and Flaws. These add to the character concept and provide bonuses or penalties to your character's actions.

Chapter 2 describes all the available Boons and Flaws. Many Heroes are known simply for where they come from: for example, Jarvik of Valgard, or Lofte of Mistmere.

## HOUSE RULES

The Fjarrstrand Sagas has solid rules, but they can't cover every eventuality. Some players and GMs are happy with this, and others like to add rules or amend existing rules to suit their own styles of play.

The good thing is that you can easily create your own rules, safe in the knowledge that you are unlikely to ruin the game. Try the rules as they stand before changing anything though, just so you can get a sense of how the game hangs together.

## THE TASK ROLL

Whenever you attempt an action that has some chance of failure, roll two six-sided dice (2d6). This is a Task Roll.

To determine if a character succeeds at a task:

- Roll 2d6 to get a number from 2–12
- Add an appropriate attribute
- If fighting, add an appropriate combat ability
- If not fighting, add the rank of an apt career
- Add any other situational modifiers

If the result is 9 or more the character succeeds. If the result is 8 or less the character fails.

- A natural 12 is always a success (that is, rolling two sixes on the dice).
- A natural 2 is always a failure (that is, rolling two ones on the dice).

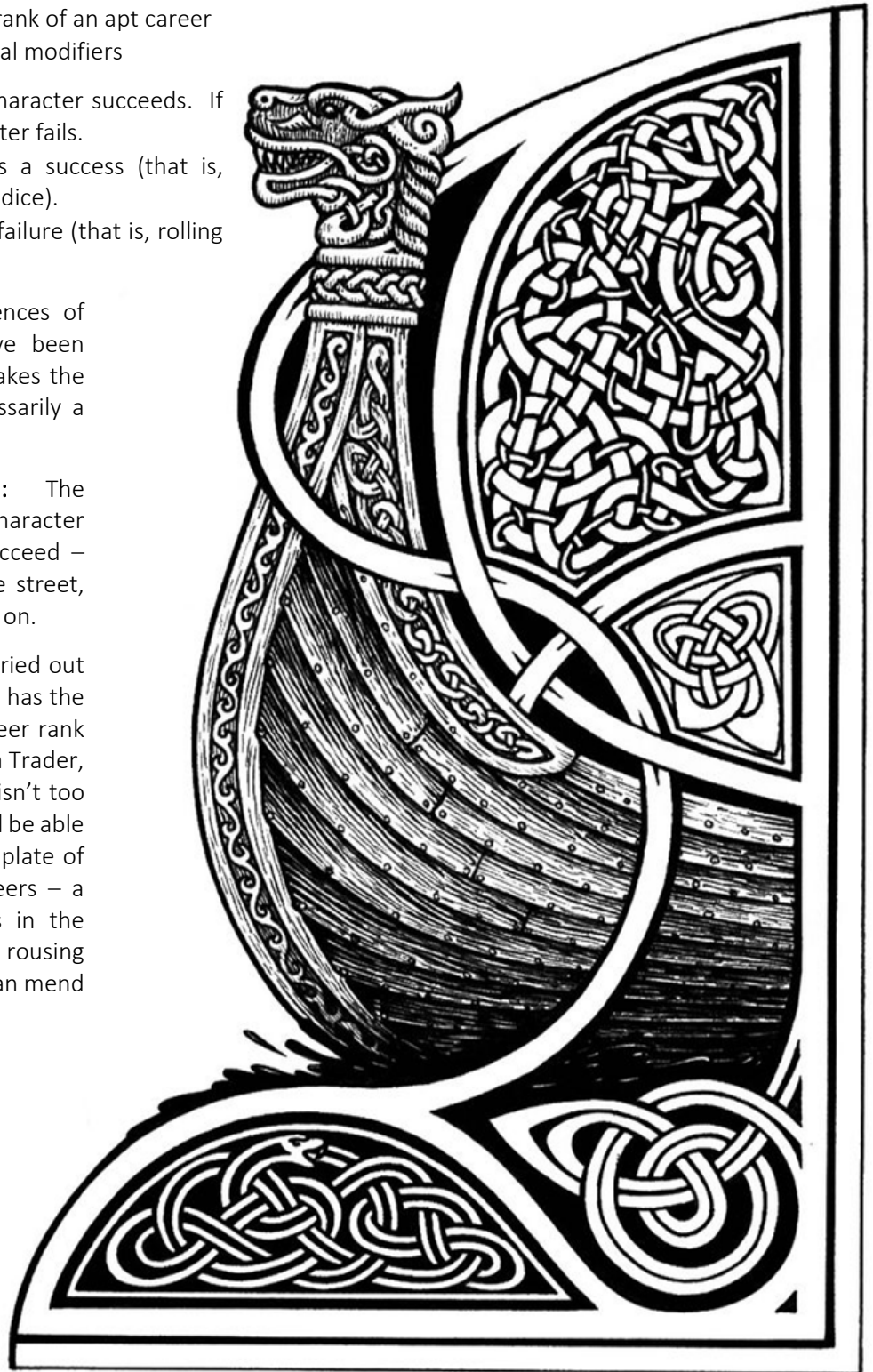
Make sure that the consequences of obtaining a failure result have been discussed before the player makes the roll. A failure is also not necessarily a catastrophic failure.

**When to use the Task Roll:** The mundane actions that your character performs will automatically succeed – buying food, walking down the street, talking to the city guard, and so on.

Even trickier actions can be carried out without a Task Roll if your Hero has the appropriate career (even a career rank of 0 will help here) – if you are a Trader, then buying uncommon items isn't too difficult. Most characters should be able to obtain a few coins to buy a plate of food by recourse to their careers – a Thief can pick a few pockets in the marketplace, a Skald can play a rousing tune in a tavern, a blacksmith can mend a few farming implements, etc.

It is only when the action can have some sort of repercussions that you should normally resort to the Task Roll.

If the Trader is seeking to buy an ancient relic, or the Thief is trying to break into a magician's tower, or the Skald is performing before the king – then it becomes important enough to resort to the dice. There is more on playing the game in Chapter 3.



# CHAPTER 2: CREATING A HERO

## HERO ORIGIN AND CONCEPT

Each player in The Fjarrstrand Sagas needs to create a character to use during the game. The GM doesn't need just one, he needs several or more, but we'll come on to that later in these rules.

To start with, you need to think about the type of character that you want to play. You may want to base your character on a favorite character from a comic book, novel, or movie, or you may already have a picture in your head of the type of Hero you want to play. You might simply like the look of several of the career choices and base your character concept around a mixture of those.

Once you have your idea, you need to determine your attributes. These attributes are important in defining your character's physical and mental nature – your strengths, weaknesses, and outlook. Naturally, it makes sense to place the numbers in a manner that reflects your character concept.

These attributes, combat abilities, careers, and traits will paint a very broad picture of your character, which suits the sword-and-sorcery genre completely, as people are generally what they appear to be in this setting.

## ATTRIBUTES

Each character is initially defined by four attributes:

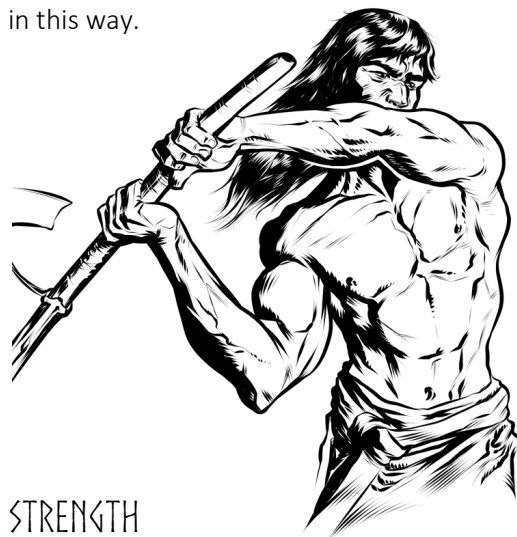
- Strength
- Agility
- Mind
- Appeal

These are mainly physical things, and can be used as a general gauge of the character's physical make up. For example, a character with a few points in Strength will have a tough-looking body and will tend towards the tall and muscular look.

Value	Meaning
-1	Feeble. An old or sickly person
0	Average. A normal person
1	Superior. A fit, able person
2	Great. An athletic or exception person
3	Spectacular. The best in the region
4	Heroic. The best in Fjarrstrand
5	Legendary. One of the all-time best
6	Mythic. Out of this world

To determine your character's attribute levels, divide four points between the four attributes as desired. You may put at most three points into one attribute or spread them around as you wish. A zero represents an average rating. Attributes can go to higher levels than 3, but these would be truly legendary individuals. You cannot start the game with a rating higher than 3.

If you really want to – and with the GM's agreement – you can buy down one of your attributes to spend the point elsewhere. However, this option shouldn't be taken lightly, and you should consider whether being weaker even than Rabble (the lowest grade of enemy) in any one of your attributes is a good thing. Regardless, only one attribute may be reduced to -1 in this way.



## STRENGTH

This represents raw physical power, toughness, muscle, physique, and endurance. It is useful for Heroes who like to bash down doors rather than use the handle or smash open chests rather than pick the lock. Warriors, Berserkers, and Champions often have a high Strength.

Strength determines how much Lifeblood (resistance to being wounded) your character has, and how much damage your character delivers when hitting enemies with weapons or fists. Finally, Strength is all-important in determining whether your character can resist the effects of venomous bites or the poisons of Assassins.

Use Strength when your character is lifting, pulling, bending, or breaking things. It is also the attribute to use for a number of other physical endeavors, like swimming, jumping, climbing, and arm-wrestling.

Sometimes the GM might require you to use your Agility for some of these things, but if you have a strong character, you should be allowed to use his Strength where pure athleticism is concerned.

**Reasons not to buy Strength down:** Heroes can generally handle themselves in a fight and are usually hardy souls. If you reduce your character's Strength to -1, you are really letting yourself in for it. For starters, your Lifeblood will only be 9. This means you won't last too long if you are hit or if you are poisoned by the many venomous creatures that are found in the wilds and waters of Fjarrstrand. Damage you do with your weapons is lower, so your enemies will last longer. Finally, you will not be able to even wield large weapons – your Strength just isn't up to the task.

## AGILITY

This attribute covers general speed, dexterity, reactions, coordination, and prowess. It is useful for the subtler type of character. Many thieves, tumblers, pirates, and archers will have higher-than-average Agility.

In combat, it is used to determine whether you hit your target when firing a bow or swinging a sword.

Finally, it is used to get out of the way of hidden traps and snares, and to dodge landslides and other effects where reflexes are vital.

Use Agility when your character is attempting physical endeavors that require speed or coordination, like tumbling, swinging down from rafters, picking a lock, or cutting a purse off a trader's belt.

Sometimes the GM might require you to use Strength for some of these things, but if you have an agile character, you should be able to use your Agility where nimbleness and quickness are key.

**Reasons not to buy Agility down:** Heroes are generally warriors, and since Agility governs how well you fire a bow, swing a sword, and many other feats of prowess, the last thing you'd really want to do is buy this down to -1. It means you'll miss far more often than your companions will, and that's no fun.

## MIND

Intellect, willpower, knowledge, and perception are aspects of the Mind ability. This is not so big amongst Berserkers, but it is useful for Magicians, Artificers, Priests, and Scribes. Mind is of particular importance

for spell casting and defending against illusions and enchantments.

Use Mind when your character is trying to remember a fact or some piece of information, when awareness and senses are important – to spot things that are distant or concealed, or to notice a thief sneaking up on you, or when you are checking to see who acts first during an encounter.

**Reasons not to buy Mind down:** Heroes aren't stupid; they wouldn't survive long if they were. Mind is useful to notice when a wolf is about to pounce out of a cave, or to spot an ambush up ahead on the trail, giving you the advantage of Initiative in combat.

Mind is useful when you are poring over maps and working out battle strategies. Mind prevents sorcerers from compelling you to do things you don't want to.

## APPEAL

This attribute represents the looks, charm, persuasiveness, and overall likeability of the Hero. Traders, entertainers, nobles, and serving wenches will often be strong in Appeal.

It is the attribute for any attempts to seduce, haggle, barter the price of goods, or get people to look upon you favorably. Appeal can be used to sway the opinion of individuals, crowds, or even entire cities! It is used to determine how many followers the character attracts and the loyalty of those followers.

Use Appeal when your character is trying to talk someone into doing something they don't necessarily want to do, when attempting to fool, trick, seduce, or con someone, when leading men into battle and maintaining their morale, and when attempting to win over large crowds.

**Reasons not to buy Appeal down:** Heroes are charismatic and popular. They acquire friends and followers. Fate favors them. They don't necessarily have good looks, but there is usually something about them that is compelling. This is because they have Appeal.

It may seem an attractive idea to reduce this attribute to put the extra point into Strength or Agility, but thinking longer-term, a low Appeal will not really do you any favors at all. A character with a low Appeal is forgettable and lacks the ability to influence and inspire loyalty in others.

## COMBAT ABILITIES

Once attributes have been determined, then your combat abilities need to be worked out. Again, you have four points to allocate amongst four areas, with a maximum of 3 in any one of those areas.

If you really want to, you can buy down one of your combat abilities to spend the point elsewhere. You may only reduce one combat ability to -1 in this way.

The combat abilities are:

- Initiative
- Melee
- Ranged
- Defense

### INITIATIVE

This represents the preparedness and attentiveness of your character. Initiative is the ability to be aware of your surroundings and being alert to danger in a rapidly changing situation. Your speed of thought is crucial to the tactical circumstances of a combat, and your ability to process this and make quick decisions can be vital. You use your Mind together with your Initiative when you are checking to see when you take an action during combat.

**Reasons not to buy Initiative down:** You are always going to get into a fight. Acting first can be critical to your chances of survival – acting last is a road to an early grave.

### MELEE

This is the ability to fight with hand-held weapons. Swords, knives, clubs, axes, and spears are all covered under your Melee ability. It also covers hitting people with your fists, your feet, and your head, as well as grappling, throttling or throwing people around. Adventurers usually need to be able to defend themselves – heroes always need to.

This combat ability is generally used in conjunction with your character's Agility. On occasion the GM will allow you to use your Strength instead of your Agility – for example when your character is brawling or grappling an opponent, where Strength becomes more important.

**Reasons not to buy Melee down:** Fighting is a staple of the genre. You'll have more fun if you can fight. You need Melee to fight, at least a bit. No more need be said.

### RANGED

Hitting targets with bows, crossbows, and slings, as well as thrown weapons like spears and knives.

Many Heroes neglect this combat ability because it could be considered un-heroic to kill one's enemy from a distance. However, considering the beasts that roam Fjarrstrand's forests and mountains, most adventurers would consider it wise to have a means of keeping them at bay.

The Ranged combat ability is used together with Agility to determine a hit.

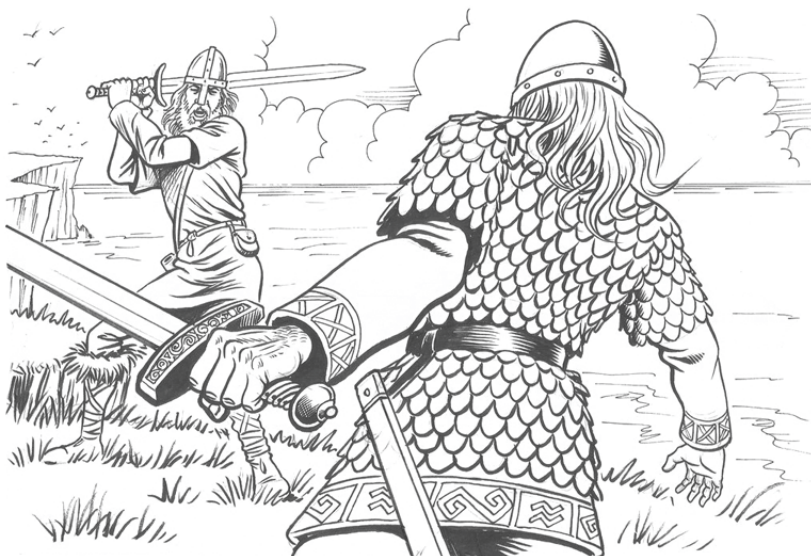
The damage modifier for thrown melee weapons is half the Hero's Strength attribute (rounded down). The damage modifier for missile weapons is half the Hero's Agility attribute (rounded down).

**Reasons not to buy Ranged down:** What Berserker is worth his salt if he can't throw that spear into the maw of the giant serpent that is about to devour him? Exactly.

### DEFENSE

When all else fails, there is of course the last combat ability to consider. Call it dodging, ducking, or side-stepping, Defense is the skill of being able to avoid attacks. Most Heroes believe it is better to kill your enemy before they have a chance to hit back, but other adventurers are a little more cautious and may live a little longer (even if the Sagas don't mention them so often).

**Reasons not to buy Defense down:** If you can't be hit, you can't be hurt. You don't even need to ask why this is important.



## LIFEBLOOD

Lifeblood represents how much punishment and wounding you can absorb before you keel over. It is based on a value of 10 plus the Strength attribute of the character. When you are struck in combat, your body suffers wounds. The extent of the wounds suffered depends upon how powerful the blow was, and is expressed as a number of points. This comes off the Hero's Lifeblood total.

### LIFEBLOOD FOR NPCs

Non-player character (NPC) Rabble have only 2 Lifeblood. They are killed or rendered unconscious (the player's choice) when they reduced to zero Lifeblood or less.

Toughs have 5 Lifeblood plus their Strength attribute rating, while Villains have 10 Lifeblood plus their Strength attribute. They use the same rules for dying as Heroes (see *Injury and Death* below)

### INJURY AND DEATH

If Lifeblood falls to zero, you fall over, stunned. Next round, choose to (a) pass out due to injury, in which case you wake at the end of the fight and return to half Lifeblood (rounded up), or (b) spend a Hero Point, take the next combat round to shake yourself out of your daze and recover half Lifeblood (rounded up), and return to the fray the round after that.

If Lifeblood falls below zero, the character is unconscious and dying. He will lose 1 Lifeblood each round until he dies (see below), receives medical attention, or the Norns intervene (by the expenditure of a Hero Point).

If, because of wounds received, Lifeblood falls below -5, the character has died. Nothing short of godly intervention (in the form of the expenditure of a Hero Point) will save him.

### ⌋RIEVOUS WOUNDS⌋ (Optional)

Once per adventure, if a Hero (or NPC Toughs or Villains) has no Hero Points remaining and suffers a lethal blow (one that would bring him below -5 Lifeblood), he can opt to be dying (at -1 Lifeblood) and suffer a maiming wound (-1 to an attribute or take a Flaw such as Distinctive Appearance, Missing Limb, Mute, Poor Eyesight, Poor Hearing, Poor Recovery, etc.).

### RECOVERING LOST LIFEBLOOD

As long as you are still at zero or positive Lifeblood, and provided you get a chance to rest for about 10 or

15 minutes immediately after a battle and take a swig of water or mead, you will recover up to half your lost Lifeblood straight away (rounding up).

This represents recovery from fatigue, bashes, and minor cuts/bruises. Brawl damage (that is, damage where no weapons were used) is fully recovered in this time.

After that, you recover 1 Lifeblood per day, if the day is taken up with only light activity.

Careers that enable a character to heal others (Physician, or perhaps Artificer if he has a potion or access to certain plants/herbs) can immediately heal 1 Lifeblood per rank in the appropriate career with a successful Task Roll. After that, they can make a Moderate Task Roll each day to double a character's healing rate.

**Example:** Britta Blood-Axe, who has 13 Lifeblood, is wounded in a battle. She suffers 6 points of damage, so her Lifeblood is now down to 7. After the battle, she has a quick rest and downs a few swigs from her wine flask. She regains 3 points (half of the damage she suffered).

Her current companion, Gangli Deft-Handed, is a Physician of rank 1, which means that when he has a chance to work on her wounds, he can restore another 1 point of Lifeblood immediately. Britta is feeling much better now, having recovered 4 points of his lost Lifeblood, and is now on 11.

The pair press on for a day and do not encounter any more trouble. Britta regains a further Lifeblood and Gangli gets to make a Task Roll to double this. The player rolls 8, which adding his Physician rank of 1 and Mind of 1, gives him 10, which is higher than he needed (9 or higher). Britta is now fully fit and ready for more action.

### STABILIZING THE DYING

If you have received enough damage to reduce Lifeblood to a negative number, you are down and dying. You will suffer the loss of 1 Lifeblood every round until you reach -6, when you will die. This does not apply to damage received during a brawl, where no weapons were used. You will simply be unconscious and will recover within 10 to 15 minutes and then follow the rules for recovery shown above.

Before you reach -6, you can be stabilized by another character reaching you and making a Moderate ( $\pm 0$ ) Task Roll, using Mind and any appropriate career. The difficulty is one level tougher for every negative

Lifeblood point suffered (essentially, double the current Lifeblood as a Task Roll modifier).

Once stabilized, you are still out cold, but you will recover one Lifeblood per day until you reach a positive total.

**Example:** Gangli Deft-Handed has been attacked in the forest by a ravenous beast and suffers 11 points of damage in the onslaught. He falls over, bloody and torn, falling to -1 Lifeblood.

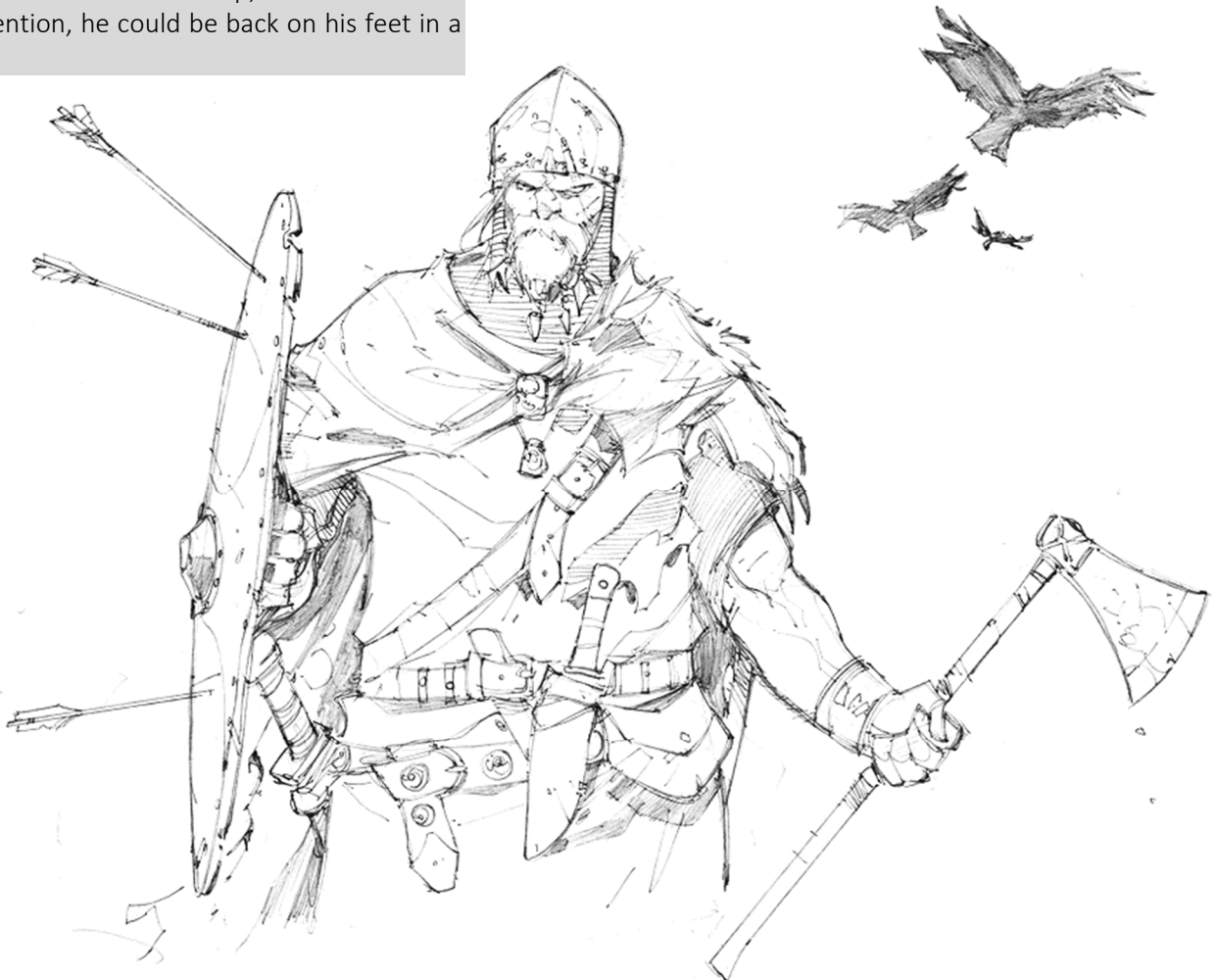
Next round, Britta slays the creature while Frekki the Far-Seeing rushes to Gangli's side. Gangli drops to -2 Lifeblood (he has lost 1 Lifeblood this round as he already had a negative Lifeblood total). As Frekki is an Artificer, his player persuades the GM that Frekki has a few powders that will help. Adding his Mind (+1) and his career rank as an Artificer (+1), Frekki receives a total of +2 to his roll. However, because Gangli's Lifeblood is a -2, the Task Roll difficulty is raised 2 levels from Moderate to Tough (-4, see the Task Roll table in Chapter 3), so Frekki takes an overall total of  $+2 -4 = -2$  to his Task Roll.

He rolls 11, which, with the overall -2 modifier, is just barely the 9 he needed to succeed in stabilizing Gangli! Now he will have to sleep, but with Frekki's constant attention, he could be back on his feet in a few days.

## HERO POINTS

The Fjarrstrand Sagas is a game of heroic tales. Player characters are the Heroes of these sagas. Heroes always look like they are down and out, but they always came back, whatever the odds. Heroic actions are an integral part of the game – this is where Hero Points come in.

Most characters have 5 Hero Points to start the game with. If you are Marked by Fate, you'll have 6 Hero Points. If you chose an additional background Boon (see Traits on page 32), then you may only have 4 Hero Points. If you chose two additional Boons, you may only have 3 Hero Points. Hero Points are used during the course of adventures to 'dig deep' and do heroic (or lucky) things. This is described in greater detail in the next chapter.



## HEROIC BEGINNINGS

### ORIGINS

Your cultural or racial heritage will provide certain features or characteristics that are common to that group. Saying that the alfar are arrogant or that the Gamlegard are uncouth is a generalization, but does have some basis in reality.

### CULTURAL BOON

Choose a culture from those provided below and select one Boon from those listed as being common for that group. Your first Boon must be linked to your culture – but you get this for free. See **Traits** on page 32 for more information on starting Boons and Flaws.

## CULTURES



### AUSTRMEN

Austrmen are the most prominent and influential cultural group among the men of Fjarrstrand. Nearly all major settlements along Fjarrstrand's northeastern coasts and Western marches are Austrmen holdings, and nearly all guilds, noble houses, and ruling bodies are of Austrmen origin.

Descended from the Teutonic people of Northern Europe, and tracing the lineage of their kings from Óðinn, they established the first settlements and noble houses of Fjarrstrand after their exodus from Midgard nearly 30 generations ago.

While they were once a brutal and warlike folk, who constantly thirsted for battle and plunder from sea-reaving, their rise to dominance has done much to curb those impulses. There are, however, a confederacy of island-dwelling clans, the Gamlegard, that keep to the old ways.

**Appearance:** Most Austrmen have strong Nordic features: a thin face with prominent cheek-bones, blond or red hair, and blue eyes. Austrmen males are

sometimes clean-shaven, although most prefer mustaches or full beards.

Austrmen are a tall, powerfully built people. Both men and women often wear their hair braided.

They wear cloaks, broached upon the right shoulder, over woolen tunics and leggings. Leg bindings are often worn to protect their leggings from wear and to provide the wearer protection from mud and cold weather.

**Culture:** Austrmen, unlike their ancestors, are reserved and not given to excesses. A hard-working and stoic people, the Austrmen are fatalistic. At the same time, they value both good judgment and common sense. Their word, once given, is kept; for honorable dealings are key to maintaining order and stability.

Austrmen are known for their codified and comprehensive legal systems, and for their use of scribes and chroniclers to record both historical and

demographic data. Austrmen speak the Gotrtung language. Many Austrmen nobles are literate.

**Politics:** Austrmen holdings are made up of seven semi-independent jarldoms united under the rule of an elected king. The three most influential royal families are the Austrlings, the Hárvagri, and the Knýfelungs.

Most of the time, the jarls are locked in age-old rivalries that predate the arrival of the Austrmen upon these shores. However, over the years, a few kings have managed to unite the tribes in order to carve out an expansive realm.

**Political Bodies:** Løgting (The Jarls' Assembly)

**Resources:** Spruce, oak, ash, alder, yew, hazel, and rowan. Deposits of iron, truesilver, silver, and gold. Mead, cheese, livestock, and ale. Wool, amber, livestock (cattle, sheep, and lamb), fish, whale oil, and both walrus and whale ivory. Artisan handiwork: smithing, ship builders, tapestries, manuscripts, and textiles.

**Major Settlements:** Grimstad, Hammerhall, Holmestrand, Kaupenborg, Sigestad, Stórrhafn, Sunneheim, and Torvik

**Male Names:** Aldhelm, Alfhere, Ashbere, Beastan, Becca, Beow, Beowulf, Breca, Eadgil, Eanmund, Edgelaf, Edgetheow, Eofor, Eomer, Eormenric, Finn, Folcwalda, Freotheric, Froda, Gewulf, Gislere, Garmund, Guthhere, Guthlaf, Halga, Hama, Hareth, Healfden, Heardred, Heathoric, Helm, Hemming, Heoden, Hengest, Heorogar, Herebeald, Herefaran, Heremod, Hildeburgh, Hlith, Hnaef, Hrethel, Hringweald, Hrothgar, Hrothmund, Hrothulf, Hunlaf, Hygelac, Ingeld, Mearchealf, Mearca, Offa, Ohthere, Onela, Ongentheow, Oslaf, Oswine, Raedhere, Rendhere, Rumstan, Saeferth, Scafa, Scaefthere, Scyld, Secca, Sheaf, Sigehere, Sigemund, Swerting, Theodric, Unfenth, Unwen, Wada, Waels, Wald, Weoxstan, Widsith, Wiglaf, Withergyld, Witta, Wod, Wonred, Wudga, Wulf, Wulfgar, Wyrmhre, Yrmenlaf

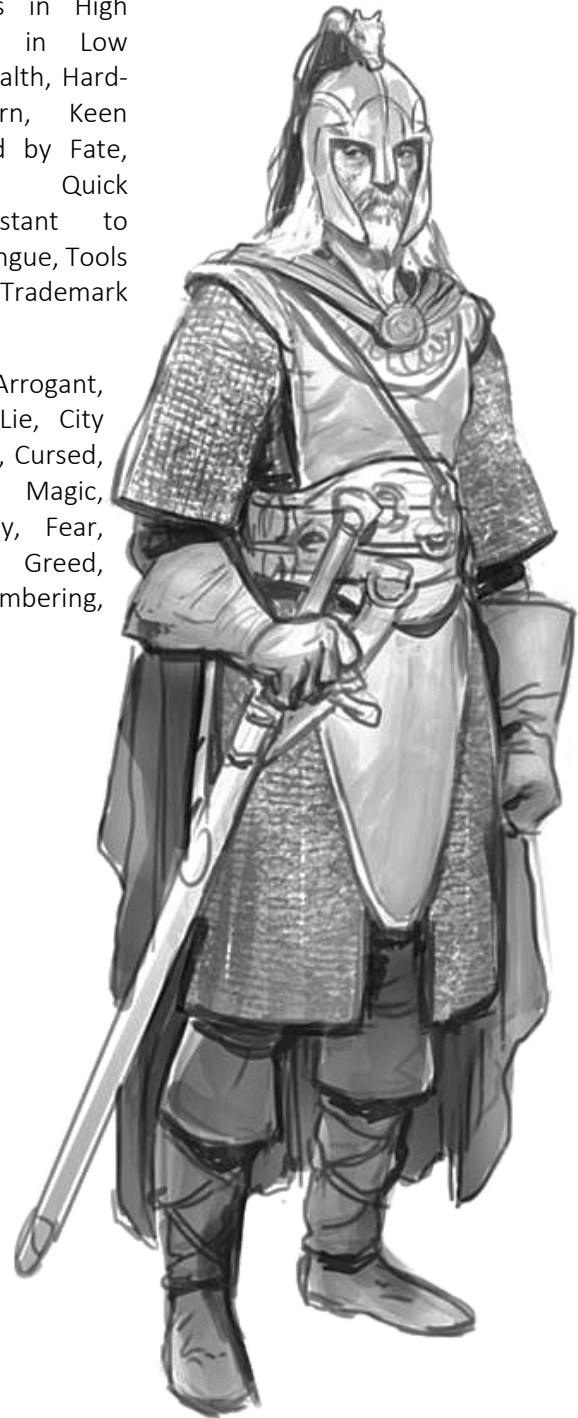
**Female Names:** Aesa, Aedha, Aethelred, Alfchild, Bodwyn, Brecca, Britta, Brynhilde, Caedwella, Caewlin, Eadchild, Ebba, Edda, Edrie, Elga, Ella, Elvina, Endrede, Eowyn, Essa, Freaja, Freawaru, Gerda, Gilda, Grimhilde, Groa, Grytha, Hedwig, Helga, Helma, Hilde, Hildeburgh, Ingerd, Kara, Lynde, Modthryth, Myna, Olga, Rae, Ragna, Sigrid, Swanchild, Thryth, Tylda, Thyra, Wealhtheow, Wertha, Wyn, Vaetild, Yrsa

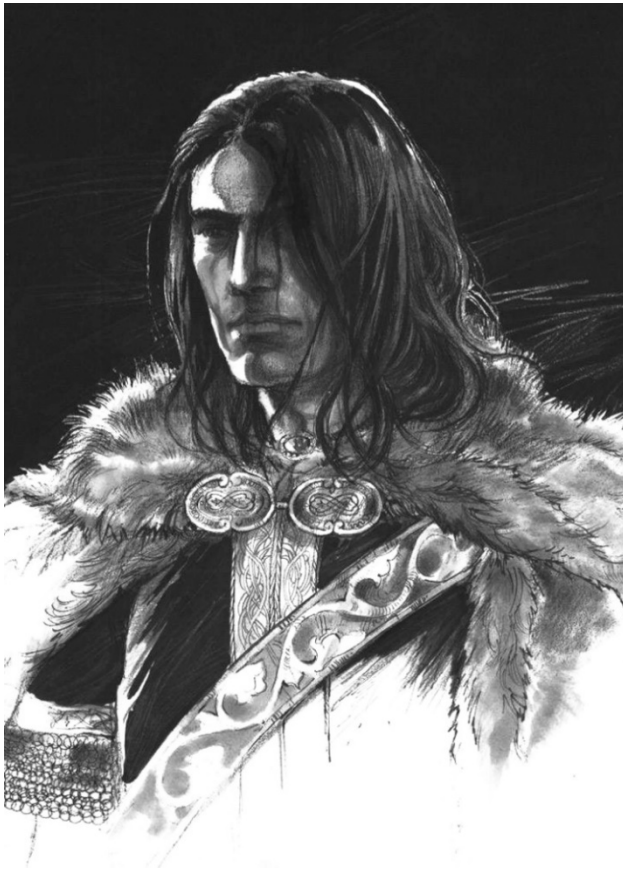
**Ruling Clans:** Austrlings, Beornwolding, Froedelung, Hárvagri, Knýfelungs, Saeglafing, Unferthr

**Common Careers:** Assassin, Beggar, Blacksmith, Champion, Executioner, Farmer, Mercenary, Noble, Physician, Sailor, Scribe, Seducer, Seer, Skald, Thief, Thrall, Trader, Warrior, Worker

**Common Boons:** Blood of the Immortals, Brawler, Born-at-Sea, Born-in-the-Saddle, Carouser, Excellent Library, Excellent Workshop, Fearless, Friends in High Places, Friends in Low Places, Great Wealth, Hard-to-Kill, High-Born, Keen Eyesight, Marked by Fate, Mimir's Gift, Quick Recovery, Resistant to Sorcery, Silver Tongue, Tools of the Trade, Trademark Weapon

**Common Flaws:** Arrogant, Braggart, Can't Lie, City Dweller, Cravings, Cursed, Distrust of Magic, Drunkard, Enemy, Fear, Feels the Heat, Greed, Hot-Headed, Lumbering, Lustful, Taciturn





## BRJOTABAND

The Brjotaband or “Unshackled” are former thralls who revolted against their Austrmen masters, nearly two centuries ago, and laid claim to several settlements in what was Fjarrstrand’s southern frontier.

Most trace their lineage to a group of Midgardian tribes collectively called The Gaels. These tribes were enslaved by the forebears of the Austrmen and brought into these lands to serve as their thralls.

Their clanholds now span the southern lands of Fjarrstrand, allowing them to trade as equals with, and defend themselves against, their Austrmen neighbors to the north.

Hostilities between Austrmen and Unshackled forces are infrequent but bloody... fueled by years of open, brutal warfare following the Unshackled’s uprisings.

**Appearance:** The Brjotaband are slightly shorter than both Austrmen and Fraevolk. They are of fair to ruddy complexion, with wavy hair of red, brown, or black and blue, green, or grey eyes. Facial hair is uncommon on men, and both men and women tend to wear their hair at shoulder-length.

The Brjotaband favor brightly colored and embroidered tunics, along with woolen trousers, and

cloaks fastened at the shoulder with a brooch. These cloaks are striped or checkered in design, with the separate checks close together and in various colors. Women wear floor-length skirts or dresses made of wool or linen along with shawls or cloaks.

Jewelry of bronze, gold, tin, silver, coral and enamel is common among the upper classes, with nobles and warriors wearing a circular twisted metal neckbands, called torcs.

**Culture:** The Brjotaband, who call themselves The Unshackled or Braegalic tribes, revere their ancestors through sagas, ballads, and epic poems that pass down the deeds of Unshackled heroes from one generation to the next. In spite of the fact that The Unshackled rely on oral tradition, their scribes are famous for their beautifully illuminated manuscripts. Austrmen nobles pay handsomely for the fine work of Brjotaband scribes.

Honesty, diligence, bravery, and generosity are valued by the Brjotaband. A passionate people, the Brjotaband hold family and friends dear but make vengeful and merciless enemies to those who cross them. The Brjotaband are known for their wild revelries and love of the arts.

The Brjotaband speak the Braegalic tongue. Its written form uses a unique set of runes.

**Politics:** The Unshackled, unlike the Austrmen, are not united under the rule of a single leader. Instead, their settlements are ruled by councils made up of the heads of prominent families. Property within these settlements, and their outlying lands, are collectively owned by the extended families of these council members, with every person responsible for his or her share of the property and its obligations.

**Political Bodies:** The lands of the Unshackled are divided into several clanholds that are comprised of allied settlements. Clanholds, in turn, are ruled by an assembly made up the council leaders for each settlement.

Local priests (called druids) act as both priests and judges within their precincts, and noble families (those holding lands) are held responsible for enforcing the law and carrying out the sentences imposed by druids.

**Resources:** Ash, yew, oak, and elm. Deposits of copper, tin, silver, and iron. Mead, grains, livestock, whiskey, ale, and dairy. Artisan handiwork: fine bows, jewelry, pottery, glasswork, tablewares, tapestries, manuscripts, and textiles.

**Major Settlements:** Abon, Baelsend, Blackwater, Corben, Graighan, Lochlann's Fall, Muginshed, Newbridge, Shoreham, Tyne, Wall

**Common Male Names:** Aeddan, Aonghus, Branwen, Brian, Cairbren, Cathal, Ceallach, Coeth, Conarn, Conall, Cormac, Dermaid, Guiare, Eoghan, Fearghus, Ian, Liam, Liogach, Loarn, Niall, Oenghus, Oisin, Raeghan, Raon, Seamus, Sean, Tuathal, Ultain

**Common Female Names:** Aileen, Aillin, Anara, Bragwaine, Brigid, Caer, Cearnait, Caite, Daona, Eadaoin, Eanna, Fiachra, Maire, Nease, Niam, Oona, Rhiannon, Sadhbh, Sinn

**Ruling Clans:** Albannaich, Brythune, Drebhain, Éireannaigh, Meath, Ollaibh

**Common Careers:** Assassin, Beggar, Blacksmith, Champion, Farmer, Hunter, Mercenary, Noble, Physician, Priest, Sailor, Scribe, Seducer, Skald, Thief, Trader, Tumbler, Warrior, Worker

**Common Boons:** Artistic, Attractive, Alert, Biting Comment, Blood of the Immortals, Born Athlete, Brawler, Carouser, Deft Hands, Detect Deception, Fearless, Friends in High Places, Friends in Low Places, Hard-to-Kill, Healing Touch, High-Born, Inspire, Keen Eyesight, Keen Hearing, Low-Born, Marked by Fate, Quick Recovery, Silver Tongue, Sneaky, Trademark Weapon

**Common Flaws:** Arrogant, Braggart, Can't Lie, City Dweller, Delicate, Country Bumpkin, Cravings, Cursed, Distrust of Magic, Drunkard, Fear, Enemy, Greed, Hot-Headed, Landlubber, Lustful, Taciturn, Unhinged



## FRAEVOLK

Fraevolk are an independent, frontier-dwelling people with blood ties to the Austrmen, Brjotaband, and, some say, elven people. They are an earnest, hard-working people that make their living through hunting, foraging, and farming within the expansive forests that lie west of the Vestmark.



Fraevolk youths above the age of twelve are expected to defend their tribe and are trained in wilderness survival from early childhood. Tales are often told of painted, feral Fraevolk warrior bands that are made up of men, women and children.

The clans of the Fraevolk have held to their long-held customs and religious practices, engaging in animism and nature worship. It is thought that some hold the elves in reverence, offering sacrifices and fealty to them.

Despite their isolation and the wilds they inhabit, Fraevolk are gifted jewelers and craftsmen in silver, gold, and copper... which they trade for weapons and armor of iron and steel.

While they engage in trade with Austrmen and Brjotaband merchants in frontier settlements, they are fierce in the defense of their lands, and will brook no intrusions into them. Austrmen lords who have sought to expand their holdings into, or hunt within, the game-rich forests of the Fraevolk have paid heavily for their trespass.

Fraevolk warriors are usually hunters or oath-sworn retainers who serve their lord in return for lands.

Household warriors of lords and chieftains are usually close kinsmen to their liege lord and called their “hand.” Thus, the elite warriors of a chieftain named Angus would be called Angus’s Hand.

**Appearance:** Fraevolk are slightly shorter than their Austrmen cousins. They are of fair to medium complexion, with straight to wavy hair of that ranges from palest blonde to black (with blond and light brown being most common). Their eyes are blue, green, or grey.

Their clothes are similar to those of their Austrmen and Brjotaband neighbors, though of coarser materials and simpler fashion. Their gift for fine handiwork is evident in the knotwork that adorns their woolen cloaks and tunics, signifying their lineage, and in the fine jewelry that they possess. Rings of are often worn in their braided hair and knotwork patterns are often tattooed onto the arms or torso.

**Culture:** Fraevolk believe that life is a transient state, for even the gods were fated to die. Fraevolk live to the fullest, ready and willing to die at any moment.

Honesty, bravery, and generosity are held in high regard, as are celebrations and revelry. The Fraevolk are known for their wild revelries and for their ferocity in battle.

Fraevolk speak Gotrtung mixed with some elements of Elfsong, particularly when speaking of concepts related to hunting and the wilderness.

**Politics:** Their tribes have formed a loose confederacy, with each being led by a chieftain and a council of judges comprised of godi, skalds, and respected warriors.

**Resources:** Spruce, oak, beech, ash, alder, yew, and elm. Deposits of copper, tin, silver, and gold. Mead, animal pelts and furs, wool, amber, trained birds of prey and hunting dogs. Artisan handiwork: fine bows, woodwork, and jewelry.

**Major Settlements:** The Fraevolk have several trade-posts along the eastern border of their holdings along the Vestrmak frontier. These outposts include Esdun, Stanburg, Sunderport, Valsburg, and Waldensburh.

**Common Male Names:** Adalbert, Aelfwald, Aelric, Aethan, Aethelred, Aethelwulf, Albert, Alfred, Angus, Arthur, Bard, Bede, Bedwin, Bertram, Brand, Caedmon, Carl, Cnute, Coel, Conner, Conrad,

Dunstan, Edgar, Edwin, Egbert, Frederick, Geoffred, Gunther, Halbard, Harold, Hereward, Jon, Jude, Lothair, Luke, Luther, Mark, Morgaire, Osric, Oswald, Oswine, Oswulf, Rolf, Sigmund, Terence, Theodric, Uther, Walter, Willem

**Common Female Names:** Ada, Adelinde, Agnes, Anne, Berta, Brunhilde, Charlene, Eadda, Eaddith, Elspeth, Emma, Erin, Freida, Gerta, Gertrude, Gwenn, Helga, Hildegard, Ida, Idaine, Idelle, Judith, Lorelei, Loren, Margaret, Olga, Una, Ursula, Velda, Winnefred

**Ruling Clans:** Angrim, Cuthbert, Henegar, Scylfing, Walden



**Common Careers:** Assassin, Berserker, Blacksmith, Champion, Farmer, Hunter, Mercenary, Priest, Seer, Skald, Thief, Trader, Warrior, Worker

**Common Boons:** Artistic, Alert, Beast-Friend, Blood of the Immortals, Born Athlete, Carouser, Elven Grace, Fearless, Forest-Born, Fostered by the Hidden Folk, Hard-to-Kill, Keen Eyesight, Marked by Fate, Mighty Shot, Quick Recovery, Resistant to Sorcery, Sneaky, Swamp-Born, War Cry

**Common Flaws:** Braggart, Country Bumpkin, Cravings, Cursed, Distrust of Magic, Drunkard, Enemy, Fear, Greed, Gullible, Hot-Headed, Landlubber, Lumbering, Lustful, Obsession, Taciturn, Unhinged, Zealot

## GAMLEGARD

The Gamlegard, or Keepers of the Old Ways, are Austrmen that broke with their kin and declared their independence over 300 years ago.

Unlike the Austrmen, who tamed their more warlike impulses as they tamed and settled the wild coastal lands of Fjarrstrand, the Gamlegard sought to preserve the beliefs and practices of their forebears.

Sailors without peer, Gamlegard longships prowl the eastern coast of Fjarrstrand and Gamlegard reavers conduct brutal raids into both Austrmen and Brjotaband lands.

The Gamlegard defend their lands through the strength of their fleets, ferocity of their warriors. Their isolated steadings are found among the mist-shrouded Bleikrbjargg Islands and in the northernmost frontier settlements of Yssgelund.

**Appearance:** The Gamlegard share the strong Nordic features of the Austrmen: a thin face with prominent cheek-bones, blond or red hair, and blue eyes. Their men are rarely clean-shaven, with most preferring mustaches or full beards. It is common for both men and women to partially shave their heads.

They are a tall, powerfully built people. Both men and women often wear their hair braided.

They wear cloaks, broached upon the right shoulder, over woolen tunics and leggings. Leg bindings are often worn to protect their leggings from wear and to provide the wearer protection from mud and cold weather.

**Culture:** The Gamlegard are a fatalistic people and do not fear death. Instead they fear a life without purpose. To these ends, Gamlegard warriors strive to make a name for themselves through acts of heroism and valor in combat.

They are given to excess, enjoying great feasts and drunken debauches; and make generous hosts to those who call upon their hospitality.

At the same time, they value both good judgment and common sense. Their word, once given, is kept; for oaths are sacred to the island clans of the Gamlegard.

The Gamlegard speak Gotrtung.

**Politics:** The Gamlegard islands are ruled by a king, Lofr Brakkison, liege lord of the five jarls representing the ruling clans of the Gamlegard. Despite his advanced years, Lofr Shield-Splitter is said to be one of the fiercest warriors in the isles. It is also said that

all mercy died in him long ago... making him a cruel lord and dangerous enemy.

**Political Bodies:** Væringjarmote: "Meeting of the sworn men."

**Resources:** Spruce, ash, birch, oak, and rowan. Deposits of iron, copper, tin, and gold. Mead, cheese, and ale. Wool, livestock (goats, sheep, and lamb), fish, whale oil, and both walrus and whale ivory. Artisan handiwork: ship builders, tapestries, weapons, armor, and textiles.



**Major Settlements:** Austnaeyjar, Fljótborg, Gardabær, Gatastaðir, Nifflói, Scylðhöfn, Valgard, Vestrvík

**Male Names:** Aldhelm, Alfhere, Ashbere, Beastan, Becca, Beow, Beowulf, Breca, Eadgil, Eanmund, Edgelaf, Edgetheow, Eofor, Eomer, Eormenric, Finn, Folcwalda, Freotheric, Froda, Gewulf, Gislere, Garmund, Guthhere, Guthlaf, Halga, Hama, Hareth, Hathkin, Healfden, Heardred, Heathoric, Helm, Hemming, Heoden, Hengest, Heorogar, Herebeald, Herefaran, Heremod, Hildeburgh, Hlith, Hnaef, Hrethel, Hrethric, Hringweald, Hrothgar, Hrothmund, Hrothulf, Hunlaf, Hygelac, Ingeld, Mearchealf, Mearca, Offa, Ohthere, Onela, Ongentheow, Oslaf, Oswine, Raedhere, Rendhere, Rumstan, Saeferth, Scaefa, Scaefthere, Scyld, Secca, Sheaf, Sigehere, Sigemund, Swerting, Theodric, Unfenh, Unwen, Wada, Waels, Wald, Weoxstan, Widsith, Wiglaf, Withergyld, Witta, Wod, Wonred, Wudga, Wulf, Wulfgar, Wyrmhre, Yrmenlaf



**Female Names:** Aesa, Aedha, Aethelred, Alfild, Bodwyn, Brecca, Britta, Brynhilde, Caedwella, Caewlin, Eadhild, Ebba, Edda, Edrie, Elga, Ella, Elvina, Endrede, Eowyn, Essa, Freaja, Freawaru, Gerda, Gilda, Grimhilde, Groa, Grytha, Hedwig, Helga, Helma, Hilde, Hildeburgh, Ingerd, Kara, Lynde, Modthryth, Myna, Olga, Rae, Ragna, Sigrid, Swanhild, Thryth, Tylda, Thyra, Wealhtheow, Wertha, Wyn, Vaetild, Yrsa

**Clans:** Austrlings, Dragelungs, Eymund, Hárvagri, Valsungs, Wulfings

**Common Careers:** Beggar, Berserker, Blacksmith, Champion, Executioner, Farmer, Mercenary, Noble, Physician, Priest, Sailor, Seer, Skald, Thief, Thrall, Trader, Warrior, Worker

**Common Boons:** Brawler, Born Athlete, Born-at-Sea, Blood of the Immortals, Carouser, Fearless, Fostered by the Hidden Folk, Giant Strength, Grappler, Great Wealth, Hard-to-Kill, High-Born, Keen Eyesight, Marked by Fate, Mimir's Gift, Quick Recovery, Resistant to Sorcery, Silver Tongue, Strength Feat, Trademark Weapon, War Cry

**Common Flaws:** Arrogant, Braggart, Country Bumpkin, Cravings, Cursed, Distrust of Magic, Drunkard, Enemy, Fear, Feels the Heat, Greed, Hot-Headed, Infamous, Lumbering, Taciturn, Ugly and Brutish, Unsettling, Zealot

## STÍGRANDI

The Stígrandi, or People of the Path, are a nomadic people who make their living as laborers, beggars, mercenaries, tinkers, and entertainers throughout Fjarrstrand.

Made up of people from every Fjarrstrandian culture, the Stígrandi have incorporated elements from their varied backgrounds in order to forge their own cultural identity.

Bound to no lord and no clan, they are often mistrusted by outsiders... thought of as thieves and worse. At the same time, settlements are willing to accept them when short-term laborers are needed. The Stígrandi typically travel the roads in caravans made up of extended family groups.

Their nomadic and neutral nature also makes them well-suited as couriers, spies, and diplomats.

**Appearance:** The skin tones of the Stígrandi range from pale to ruddy; their hair ranges from flaxen blond to deep brown or black, with grey, blue, hazel and sometimes green eyes. The Stígrandi people are of shorter stature than both the Gamlegard and Austrmen people, and tend to be athletic of build.



The clothing of the Stígrandi is well-made, with dark-colored wools being combined with brightly dyed

velvet and linen. Intricate patterns are often woven into the jackets, vests, skirts and shirts of the Stígrandi. Shoes and boots of soft leather are commonly worn, and these typically have pointed toes and patches of bright color. Jewelry is worn by both men and women.

**Culture:** They honor The Norns, whom they called The Three Queens, above all others but also revere ancestral heroes and nature itself. A superstitious people, they are known for their many folktales and folk remedies (as well as curses). Their history is passed through oral tradition.

They have social taboos that are perceived as virtually unbreakable that prohibit such things as marrying outside of their own culture, or teaching their language to non-Stígrandi. While they are permitted to deceive and swindle outsiders, they are harshly punished for bilking their own people.

They speak Gandrimál.

**Resources:** The Stígrandi trade in furs, handicrafts, woven goods, and all manner of trinkets. Their main resource, however, is the labor or entertainment that they offer. As constant travelers, it is also common for the Stígrandi to turn a profit from the information they carry from one lord's lands to another's.

**Common Male Names:** Aethan, Anghus, Bard, Bertram, Brand, Branwen, Breacan, Brian, Caedmon, Coel, Conall, Conner, Cormac, Dermaid, Edgar, Edmund, Edwin, Finn, Gareth, Ian, Liam, Morgan, Niall, Oslaf, Oswine, Sean, Terence, Willem

**Common Female Names:** Adele, Agnes, Aileen, Anne, Berta, Bragwynn, Bridget, Brunhilde, Caite, Eadda, Eaddith, Elspeth, Emma, Erin, Freida, Gerta, Gertrude, Gwenn, Helga, Hildegard, Ida, Idaine, Idelle, Judith, Lorelei, Loren, Maire, Margaret, Olga, Rhiannon, Ursula, Velda, Winnefred

**Common Careers:** Assassin, Beggar, Blacksmith, Champion, Farmer, Hunter, Mercenary, Physician, Seducer, Seer, Skald, Thief, Trader, Tumbler, Worker

**Common Boons:** Artistic, Attractive, Alert, Biting Comment, Born Athlete, Carouser, Deft Hands, Detect Deception, Escape Artist, Keen Eyesight, Keen Hearing, Low-Born, Marked by Fate, Quick Recovery, Resistant to Sorcery, Silver Tongue, Sneaky

**Common Flaws:** Arrogant, Braggart, Country Bumpkin, Cravings, Distrust of Magic, Drunkard, Fear, Greed, Hot-Headed, Landlubber, Lumbering, Lustful

## HEROIC CAREERS

Careers are the key to playing The Fjarrstrand Sagas. The career path of a Hero represents all of his upbringing, training, and experience, and therefore can be used to help determine everything he knows – his skills, his knowledge, his expertise, and his influence.

**Initial Careers:** Choose four careers for your Hero, and four ranks to allocate between them, with a minimum rank of 0 and a maximum starting rank of 3. These points cannot be used elsewhere. Advancement Points (see Chapter 6) let you add and enhance careers.

Rank	Meaning
0	Apprentice. You know the basics.
1	Journeyman. You are the best in town.
2	Craftsmen. You are the best in the jarldom.
3	Master. You are the best in the country.
4	Grand Master. You are the best in Fjarrstrand.
5	Ultimate Master. You are among the greatest ever known.

**Choosing your Careers:** Choosing the four careers gives you an immediate handle on your character. A high rank in a career could mean that you spent a long period following that career path. A rank of 0 could mean only a short spell in – or just an affinity for – the career.

The careers give a general knowledge of anything to do with the career, such as who would hold high positions within the profession, where to find the guilds and who heads them, skills and abilities that members of the profession should have, as well as helping the Hero obtain employment in the career. Some careers improve your chance to gain followers, and others help on the battlefield.

Note that there are no individual skills as such in this game. The skills and abilities set out for each career aren't exhaustive and are intended only as a guide to how that career should help you. The careers provide some crossover of abilities.

If a player has two careers that could be used in a situation, it is up to the GM whether to allow both career ranks to be added to the task at hand, or whether to simply take the higher of the two ranks.

If you can convince the GM that your career could be helpful in other areas, explain why or how, and the GM may agree and give you a bonus.

**Career Path:** The main characters in many sword-and-sorcery stories follow many different paths during their lives of adventure – Conan started as a Berserker, and at one time or another became a Thief, Sailor (pirate), Champion, Warrior, and even, at the end, a Noble.

Many of their traveling companions have several aspects to their character. Fafhrd, boon companion to The Gray Mouser, was trained as a Skald but went on to become a Warrior, Thief, and acolyte (Priest) of Issek of the Jug.

When you choose your four careers, create a story that follows your character's career path. It doesn't have to be long – or even great literature – but it can hint at places your character may have been and things he or she might have done.

**Example:** Dwalin was born into a family of traders from Kaupenborg, and this naturally led him into a life of buying and selling (Trader 2).

This lifestyle led him to sea trade and introductions to several sea captains in Stórrhafn. Before long, he was learning the essential skills of a seaman (Sailor 0).

On one voyage, several years ago, pirates attacked Dwalin's ship – the crew was captured and sold into thralldom (Thrall 1).

Dwalin's new mistress was a witch, Gullveig, and during his enslavement (and until his escape), he used every opportunity to learn the secrets of that *völva* until he could perform basic enchantments himself (Magician 1).

## ARTIFIKER

Alternative career names: craft-weaver, spell-smith, hedge wizard.

Artificers are the creators of both enchanted and cunningly-crafted items; from blades forged of elven steel, to raven-feathered cloaks that grant their wearer the ability to take flight, to healing draughts that restore the vitality of even the most gravely wounded warrior.

Artificers are often mistaken for seers, witches, and sorcerers by those who do not understand that an Artificers' training is used solely to weave magic into items.

They are master brewers and herbalists; mixing and blending various ingredients together to create potions and tinctures. Their work with herbs, fungi, venoms, and oils enables Artificers to produce perfumes, potions, powders, poisons, poultices, and other amazing creations.

When making weapons and armor, Artificers work closely with blacksmiths of the highest renown. For more information on Artifice, see Chapter 4.

**Attributes:** Mind is normally the most important attribute for Artificers, as they need to be able to make and read descriptive notes, understand ancient texts and diagrams, and recall unwritten secrets that have been passed down through the ages.

**Adventuring:** Artificers are nearly always dwarfs, for their kind is blessed with innate cunning regarding the weaving of item-bound magic. It is extremely rare for a dwarven Artificer to take on a non-dwarven apprentice, but not unheard of.

This is not a terribly common career for Heroes, as it requires much patience and little excitement. However, some of the more daring Artificers like to visit ancient sites to see the remains themselves, in case there are relics they'd recognize for their true worth that others would pass over.

**Fighting:** There are very few circumstances where having ranks as an Artificer would help in combat.

**Lore of the Ancients:** For each rank above 1 in this career, the character must take (or have) one of the following suggested Boons or Flaws: Blood of the Immortals, Cursed, Distinctive Appearance, Elderly, Fostered by the Hidden Folk, Gift of Artifice, Infamous, Literate, Noncombatant, Obsession (magical lore), Unhinged, Unsettling.

**Suggested Boons:** Deft Hands, Excellent Workshop, Excellent Library, Literate, Keen Scent, Learned, Poison Resistance, Savant

**Suggested Flaws:** Absent-Minded, City Dweller, Combat Paralysis, Delicate, Greed, Non-Combatant, Obsession (knowledge or artifacts), Tools of the Trade

## ASSASSIN

Alternative career names: agent, spy.

Blades-for-hire, perhaps agents in the service of a jarl, spies and assassins make killing and stealing in a discreet manner a way of life. They are adept at sneak attacks, killing, information gathering, disguises, city lore, persuasion, poisons, and lock picking. Their methods involve gathering intelligence on their subject from various (often seedy) sources, circumventing security measures of all types, adopting disguises that allow them to get close to the target, and building up a broad selection of contacts. They are also patient, sometimes hiding out in a

single spot for days to await the perfect opportunity to strike.

**Attributes:** All attributes are important for Assassin characters.

**Adventuring:** Assassins and spies tend to be loners, so this isn't a career that lends itself to an adventuring group. However, ex-assassins do have skills that might be welcome in an adventuring party.

**Fighting:** In combat, an Assassin might gain a brief advantage in a surprise attack, such as when he strikes out of the shadows, or when he attacks by surprise using a concealed blade.

**Suggested Boons:** Alert, Keen Hearing, Keen Eyesight, Friends in High Places, Friends in Low Places, Literate, Master of Disguise, Poison Resistance, Silver Tongue, Sneaky, Trademark Weapon

**Suggested Flaws:** Arrogant, City Dweller, Enemy, Hunted, Infamous, Obsession (finish the mission), Taciturn, Untrustworthy

## BEASTMASTER

Alternative career names: animal handler, beast trainer.

Beastmasters are in demand all over Fjarrstrand for their special empathy and skill with animals. They train animals for riding, for pulling wagons, for combat, and even for the pit-fighting.

Beastmasters can calm maddened creatures, are expert riders and wagoners, can recognize whether creatures are dangerous and about to attack or not, and often have some skill in healing them if injured or sick. Some beastmasters rule their animals by fear and deprivation.

**Attributes:** Beastmasters have to have a strong personality, tempered with a good heart (in most cases) and steely determination. So, Appeal is the most important, but Mind is a close runner up.

**Adventuring:** Beastmasters are sought after by traders with caravans, nobles and commanders of armies (to train and look after their mounts), owners of fighting-pits, and explorers who expect to come across strange beasts on their journeys.

**Fighting:** Beastmasters know how to deal with beasts and where their weak spots are, so they will gain the occasional advantage if they ever have to fight them.

**Suggested Boons:** Alert, Bare-Shirt, Beast-Friend, Born-in-the-Saddle, Keen Eyesight, Keen Hearing, Keen Scent, Night Sight, Poison Resistance, Sneaky

**Suggested Flaws:** Can't Lie, Country Bumpkin, Distinctive Appearance, Gullible, Hot-Headed, Taciturn

## BEGGAR

Alternative career names: mendicant, vagabond.



Beggars are vagrants or tramps, aimlessly wandering from place to place. They may do casual work here and there, they may sell a few small trinkets that they carry about in their backpacks, or they may have to beg for a few coins when times are really hard. Some even turn their hands to dishonest pursuits.

**Attributes:** There are no particular attributes that vagabonds are noted for. It helps, if begging, to have a deformity, missing body part, or an unsocial disease (or at least to appear to have one of these disabilities).

**Adventuring:** A life on the road means you will meet all sorts of people, which can lead to adventure even if you are not actively seeking it.

**Fighting:** A vagabond is not normally a combatant and, therefore, the only times having this career would be helpful in a fight is when the character is doing his best not to be noticed.

**Suggested Boons:** Deft Hands, Friends in Low Places, Low-Born, Persuasive, Silver Tongue, Sneaky

**Suggested Flaws:** City Dweller, Combat Paralysis, Cravings, Cursed, Delicate, Distinctive Appearance, Drunkard, Elderly, Missing Eye or Ear, Missing Limb, Non-Combatant, Poor Recovery, Unhinged, Untrustworthy



## BERSERKER

Alternative career names: barbarian, savage.

Berserkers are warriors who fight in a trance-like fury. These fearsome warriors would often enter battle without mail-coats; instead wearing only wolf pelts or other animal skins.

Berserkers are wild and untamed, like the lands they live in. They have natural skills in wilderness lore, survival, beast riding, intimidation, natural instincts, berserk rages, and so on.

**Attributes:** Living rough requires a certain degree of hardiness, and so Berserkers are generally noted for their Strength. A good Agility is also useful.

**Adventuring:** Berserker characters are natural adventurers and have the skills and abilities to survive where others wouldn't.

**Fighting:** In combat, Berserkers are generally brutal and unrefined. This might shock city folks not used to dealing with such savagery, so a Berserker could gain a brief advantage where the fight is hard and dirty.

**Suggested Boons:** Alert, Bare-Shirt, Fearsome Looks, Hard-to-Kill, Forest-Born, Grappler, Keen Eyesight, Keen Hearing, Keen Scent, Lightning Reflexes, Mountain-Born, Quick Recovery, Strength Feat, Thick Skin, Tundra-Born, Trademark Weapon, War Cry

**Suggested Flaws:** Country Bumpkin, Cursed, Distinctive Appearance, Distrust of Magic, Drunkard, Enemy, Gullible, Hot-Headed, Lustful, Taciturn, Ugly and Brutish, Unhinged, Unsettling

## BLACKSMITH

Alternative career names: armorer, smith.

Sometimes found helping Artificers to craft magical arms and armor, these craftspeople work hard at their forges – melting, bending, shaping, and fixing metal objects.

They are skilled at weapon and armor smithing and repair. They craft tools and implements, and manufacture many other metallic items and objects, from shackles and cages to the metal parts of longships and wagons. Their skills lie in metallurgy, and the knowledge of weapons, armor, and metal goods. This helps them when bartering and haggling the price of smith-forged items.

**Attributes:** Blacksmiths are noted for their Strength and their toughness – being able to work hard at their forge tends to develop their muscles and hardiness.

**Adventuring:** Blacksmiths aren't really adventurers, although some do join mercenary companies to craft and maintain their weapons and armor.

**Fighting:** Although not a combatant, a Blacksmith might receive a Melee bonus if his opponent is wearing metallic armor and if he knows its design and weak points.

**Suggested Boons:** Brawler, Mighty Fists, Strength Feat, Thick Skin, Tools of the Trade, Trademark Weapon

**Suggested Flaws:** All Thumbs, City Dweller, Feels the Cold, Gullible, Hot-Headed, Landlubber, Poor Hearing, Taciturn, Ugly and Brutish, Unprepared

## CHAMPION

Alternative career names: duelist, pit-fighter, hero.

Champions are specialists at single combat and are adept with a variety of weapons. Their knowledge of fighting styles and ability to read foes' body language makes them fearsome, and unpredictable in combat.

While most lords have household warriors, only those with coin to spare employ a Champion to further their renown and protect their honor through trials by combat.

Champions without a noble or wealthy patronage are often found in the fighting pits of Fjarrstrand's larger cities, fighting as duelists. Some may have ended up fighting for sport as a slave or in order to pay off a debt – whatever the reason, they have survived to hear the howls of the crowd and their adversary at their feet.



The best Champions are often famous throughout Fjarrstrand, which can be to their advantage or to their detriment.

**Attributes:** Champions should be strong and agile, but the most popular ones also have plenty of Appeal.

**Adventuring:** A life in service to a noble household, or fighting for sport, does not lend itself to a life of adventure. However, many heroes have set out into the wider world after a stint as a Champion or duelist... either by choice or out of necessity.

**Fighting:** They are especially good at fighting in a style that is designed for spectacular bloodletting rather than a simple quick kill.

They might get a combat bonus on certain flashy moves made in single combat, at the GM's discretion.

**Suggested Boons:** Alert, Biting Comment, Bare-Shirt, Born Athlete, Brawler, Fearsome Looks, Grappler, Hard-to-Kill, Marked by Fate, Quick Recovery, Trademark Weapon, War Cry

**Suggested Flaws:** Arrogant, Braggart, City Dweller, Distinctive Appearance, Enemy, Hot-Headed, Missing Eye or Ear, Missing Limb, Ugly and Brutish

## EXECUTIONER

Alternative career names: slaver, torturer.

Executioners are expected to carry out public slayings as required by local nobles and judges, and carry out ritual executions.

Torturers are skilled in interrogation and intimidation, and are tasked with gathering information from hardened criminals and spies on behalf of their lord or reeve. They ply their unpleasant trade in squalid conditions, deep underground in dank cells, extracting information from reticent prisoners and the enemies of their people.

Slavers capture or buy able-bodied men and women to bring back to their lands to sell as thralls, house servants, and concubines.

Executioner, slavers, and torturers all have a basic awareness of anatomy and first aid. Slavers and torturers have got to make sure their prisoners, or slaves, are healthy before they are broken, or sold. Executioners, on the other hand, need to know how to kill efficiently or draw out an execution in order to cause prolonged suffering.

**Attributes:** They are not often blessed with a great deal of Appeal, but Strength is handy for beheadings and for maintaining a hold on your captives.

**Adventuring:** Although torturers rarely leave their dank prisons, and don't have much interest in adventure, the odd Executioner may find himself exiled and forced to choose riches and wealth over pain and suffering. Slavers travel far and wide.

**Fighting:** In combat, Executioners prefer two-handed axes and great swords, and some slavers will be handy with a whip. Executioners are not subtle, so skilled fighters will rarely fall to their combat style, unless already prone and helpless.

**Suggested Boons:** Strength Feat, Fearsome Looks, Hard-to-Kill, Quick Recovery, Friends in Low Places, Trademark Weapon

**Suggested Flaws:** Braggart, Cowardly, City Dweller, Drunkard, Fear of ..., Greed, Lumbering, Missing Eye or Ear, Missing Limb, Poor Eyesight, Poor Hearing, Ugly and Brutish, Unsettling, Unprepared, Zealot

## FARMER

Alternative career names: freeman, peasant, karl.

Farmers live outside of large settlements, but often within half a day's travel, so that they are able to get their produce to market. They are hardy and hardworking, and are skilled in basic plant and animal lore, animal handling, cooking, baking, brewing, trading for basic goods, and the like.



**Attributes:** Farmers do not rely on any one attribute over any other, although Appeal is probably the least important.

**Adventuring:** Farmers are not particularly adventurous, so something unusual or dreadful would have to happen to make a Farmer leave his farm and take up a life of adventure.

**Fighting:** Farmers are not generally skilled combatants and so rarely receive any advantage from this career, except maybe when defending their own lands against raiders, or when turning an agricultural implement into a serviceable weapon.

**Suggested Boons:** Beast-Friend, Brawler, Carouser, Marked by Fate

**Suggested Flaws:** All Thumbs, Combat Paralysis, Country Bumpkin, Drunkard, Gullible, Landlubber, Lumbering, Non-Combatant, Taciturn, Ugly and Brutish, Unprepared

## HUNTER

Alternative career names: scout, tracker, woodsman.

The Hunter is a master of tracking prey through the wilderness and wastelands. Once Hunters locate their target, they'll use stealth, traps and/or expert bowmanship to bring it down. They are at home in the wild and can survive there for long periods, returning to more civilized areas only when they have furs and hides to sell, or when they require the company of their fellow men (or women).

**Attributes:** Agility is important to a Hunter, as are Strength and Mind to a slightly lesser degree.

**Adventuring:** Hunting dangerous beasts is adventure enough. However, Hunters are also very familiar with the areas they hunt in and sometimes stumble across old trails, ancient ruins, and strange places during their travels. For this reason, they can be highly sought after as guides.

**Fighting:** In combat, a Hunter may receive a career bonus if fighting a creature of a type he is familiar with, but the career is rarely useful against human opponents.

**Suggested Boons:** Alert, Beast-Friend, Keen Eyesight, Keen Hearing, Keen Scent, Mountain-Born, Night Sight, Plains-Born, Sneaky, Swamp-Born, Tools-of-the-Trade, Tundra-Born

**Suggested Flaws:** Country Bumpkin, Landlubber, Missing Eye or Ear, Missing Limb, Taciturn, Unsettling



## MAGICIAN

Alternative career names: sorcerer, witch, seið-kona (seið-wife), or seið-man



Magicians are both respected and feared. There are few who will deal with them willingly without great need, as a great many Magicians are amoral at best, exceedingly evil at worst, and all of them are at least slightly unhinged. Magicians often live alone, with only a few servants or the occasional apprentice to attend them.

**Attributes:** Magicians need a powerful Mind both for their studies and for the will to create and cast mighty spells.

**Adventuring:** Magicians aren't usually great adventurers, preferring to leave that to hirelings and minions. Sometimes they will venture out of their lairs to personally supervise or join an expedition, when they may gain something of great mystical significance at the end of it.

**Fighting:** There are not many circumstances where being a Magician helps in a fight using ordinary weapons. But then, the best Magicians don't need to use mundane weapons to kill someone.

**Lore of the Ancients:** The use of magic brings with it great power, but it also comes at a price. For each rank above 0 in this career, the character must take (or have) one of the following suggested Boons or Flaws: Blood of the Immortals, Cursed, Distinctive Appearance, Elderly, Fostered by the Hidden Folk,

Gift of Artifice, Infamous, Learned, Literate, Mimir's Gift, Noncombatant, Obsession (magical lore), Power of the Mind, Unhinged, Unsettling.

**Suggested Boons:** Blood of the Immortals, Detect Deception, Excellent Library, Fearsome Looks, Fostered by the Hidden Folk, Gift of Artifice, Learned, Literate, Magic of The Sorcerer-Kings, Power of the Mist, Resistance to Sorcery, Savant

**Suggested Flaws:** Absent-Minded, Arrogant, Cravings, Delicate, Distinctive Appearance, Fear, Infamous, Non-Combatant, Obsession (magical lore), Poor Recovery, Unhinged, Unsettling, Untrustworthy

## MERCENARY

Alternative career names: bandit, hireling, guard, sell-sword.

These warriors work for anyone who will pay for their services. Some form themselves into companies under a strong leader and others travel individually or in small bands to seek employment.

Often these mercenary groups turn to banditry when not gainfully employed. Just about all the jarls of Fjarrstrand have used mercenaries in past conflicts and will continue to do so. They tend to have skill in living rough, riding, intimidation, carousing, and in basic upkeep and repair of weapons and armor.

**Attributes:** Mercenaries should be strong and agile to be able to ply their trade of war.



**Adventuring:** Mercenaries, by nature, tend to be drifters – travelling across Fjarrstrand to seek employment. Even when warring has ceased, there will be jobs guarding trader caravans, treasure-hunting expeditions, guarding frontier holdings, and working for the nobility as bodyguards.

**Fighting:** Mercenaries are notorious for their ability to fight well when well paid, but to fight badly – or not at all – when conned or badly paid. In combat, they might receive a career bonus if the money is particularly good.

**Suggested Boons:** Blind Combat, Brawler, Born-in-the-Saddle, Carouser, Hard-to-Kill, Alert, Quick Recovery, Inspire, Bare-Shirt, Trademark Weapon, War Cry

**Suggested Flaws:** Braggart, Distinctive Appearance, Drunkard, Greed, Hot-Headed, Infamous, Lustful, Missing Eye or Ear, Missing Limb, Untrustworthy

## NOBLE

Alternative career names: jarl, lord, high-born, chieftain.

Often holding homes in cities and towns, and estates or hunting lodges in the countryside, these characters are usually titled (though not necessarily deserving) and have some authority over the common people, peasants, and thralls. Nobles are often able to obtain credit, have high-ranking contacts, and are skilled in such things as bribery, browbeating, dress sense, and etiquette.

**Attributes:** Nobles need plenty of Appeal as well as clever minds, although at the end of the day, money

always talks whatever the circumstances.

**Adventuring:** Nobles are not notable adventurers, although they will often finance expeditions to remote areas to obtain artifacts or to carry out trade. Some more adventurous Nobles will join expeditions to oversee them.

**Fighting:** In combat, having a career of Noble will rarely be of any benefit whatsoever. However, some peasants or lower classes will have qualms about attacking their superiors. Also, Nobles often lead armies (whether capable or not). In Fjarrstrand, most Nobles are expected to have some martial prowess and, as such, have ranks in careers such as Warrior or Berserker.

**Suggested Boons:** Attractive, Biting Comment, Born-in-the-Saddle, Friends in High Places, Great Wealth, High-Born, Inspire, Literate, Persuasive, Silver Tongue

**Suggested Flaws:** Arrogant, Braggart, City Dweller, Cravings, Greed, Enemy, Hot-Headed, Lustful, Non-Combatant

Rank	Sample Titles
0	Squire, reeve, hirdsman
1	Retainer, huscarl, thegn
2	Vassal, lord, hlāford, king's guard
3	Jarl, chieftain (rí)
4	Ætheling, prince, regent, overlord (ruirí)
5	King, queen, high king (ard-rí)



## PHYSICIAN

Alternative career names: healer, leech, herbalist.

Free men or women who have their own place in the clan, healers maintain the medical traditions of their ancestors; knowledge passed down through the generations. This is not magic, but rather a good working knowledge of the body and its functions: a healer knows how to set a broken bone, stitch a wound, and defeat an infection. He knows how the organs work, and of remedies that relieve pain.

Physicians are dispensers of elixirs and medicines and are knowledgeable of plant lore. Many Physicians have their own herb gardens, where they grow the exotic plants that are used in their medications. Some Physicians practice a little basic artifice (see Chapter 4).

**Attributes:** Mind is the most important attribute for a Physician character.

**Adventuring:** Being a Physician does not lend itself to a life of adventure, although Physicians will be required wherever battle is joined.

**Fighting:** In combat, this career is not really of particular benefit to a character, although after the fight, they are often most welcome.

**Suggested Boons:** Deft Hands, Disease Immunity, Excellent Library, Healing Touch, Learned, Literate, Poison Resistance, Tools of the Trade

**Suggested Flaws:** Can't Lie, City Dweller, Combat Paralysis, Cravings, Non-Combatant, Unprepared

## PRIEST

Alternative career names: godi, thulr, shaman, druid.

Priests are the earthly agents of ancestral and natural spirits, and of the hero-deities worshipped throughout Fjarrstrand. They conduct sacrifices and rituals that honor their patrons and, in return, may call upon these spirits to grant them blessings in the form of spells.

Respected within his clan, the Priest is a practitioner of ancient sacred rites, knowledgeable in the secret ways of nature. His community is usually uneasy about his eerie and often unsettling presence, so he often lives in isolation, close to the village, but in the wild places he loves.

Priests need to worship their gods in places sacred to their people. This involves visits to the sacred groves, monoliths, or rings of sacred stones (menhirs or

runestones) where they pray, meditate, fast, carry out priestly duties, and even perform sacrifices. When Priests carry out their devotions, they receive benefits in the form of spells.



The Priest can heal wounded men and sick animals with the spells and natural remedies he has mastered. He also presides over funeral rites, and is said to converse with the dead. He can cast the evil eye on anyone in the community who displeases him.

**Attributes:** Priests need to have clever Minds, and the best ones have sufficient Appeal to be able to sway or command followers.

**Adventuring:** Some Priests are highly adventurous – seeking out ancient knowledge and artifacts of their gods. Others prefer the easy life and rarely leave the safety of their shrine, sacred grove, or temple.

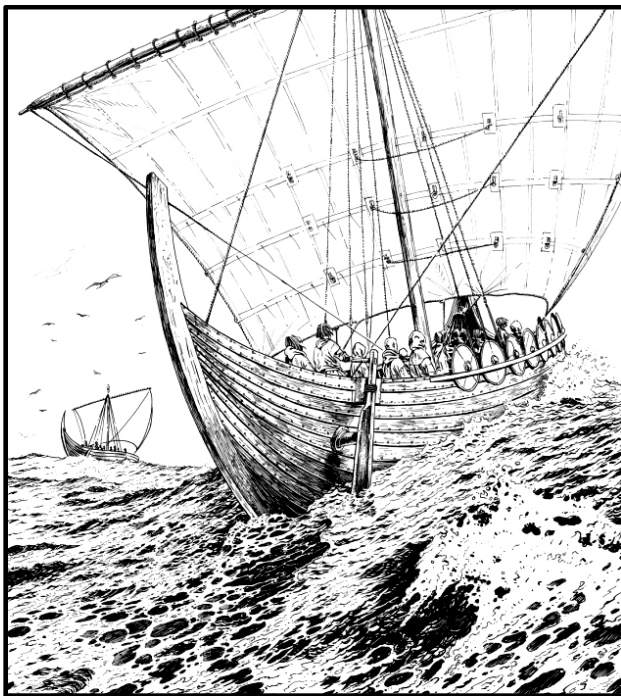
**Fighting:** Having the Priest career will rarely, if ever, give you any advantage in combat. The only plus might be that gods-fearing fighters will be loath to attack a Priest.

**Devotion:** Priests pay homage to all their people's gods but, at rank 1 or higher, must choose one above all the rest. At rank 0, Priests are still in training and do not devote themselves to any one god or spirit.

For each rank above 0 in this career, the character must take (or have) one of the suggested Boons or Flaws listed below.

**Suggested Boons:** Detect Deception, Friends in High Places, Inspire, Learned, Marked by Fate, Nose for Magic, Persuasive, Resistance to Sorcery, Savant, Silver Tongue

**Suggested Flaws:** All Thumbs, Arrogant, Can't Lie, City Dweller, Combat Paralysis, Cravings, Enemy, Non-Combatant, Obsession (religion), Unhinged, Zealot



## SAILOR

Alternative career names: pirate, sea-wolf, reaver.

Sailors are sea warriors and adventurers who are skilled in sea lore, navigation by stars, and boat handling, and have a good knowledge of local ports and nearby coastlines and islands.

Skilled mariners are always in demand and will rarely be refused working passage on board a knarr or byrðingr.

**Attributes:** Sailors need Strength, and some Agility is useful too.

**Adventuring:** A life at sea is full of adventure – sea monsters, exotic places, strange people, sea-battles, and treasure maps are all food and drink to a Sailor.

**Fighting:** Sailors may receive a combat bonus in actions at sea and possibly even against sea creatures that they might have some familiarity with or heard about.

**Suggested Boons:** Alert, Brawler, Born Athlete, Born-at-Sea, Carouser, Deft Hands, Friends in Low Places, Keen Eyesight, Bare-Shirt, Sneaky, War Cry

**Suggested Flaws:** Braggart, Distinctive Appearance, Distrust of Magic, Drunkard, Fear, Greed, Hot Headed, Lustful, Missing Eye or Ear, Missing Limb

## SCRIBE

Alternative career names: loremaster, chronicler, scholar.

Scribes are chroniclers and teachers, well-educated and knowledgeable on a wide variety of subjects – they are cartographers, astronomers, linguists, historians, and philosophers. Scribes are also skilled at debate as they discuss at length a variety of topics with other enlightened individuals.

Scribes need to be clear of thought to do their laborious work of cataloging volumes and copying texts. It goes without saying that they need to be literate.

**Attributes:** Mind is of primary importance to a Scribe.

**Adventuring:** Scribes make poor adventurers, although to have some of the knowledge of a Scribe would make such a character a useful addition to a party.

**Fighting:** Whilst Scribes might have it that “the pen is mightier than the sword”, there are not actually many circumstances where having a career in Scribe will have any discernible use in combat.

**Suggested Boons:** Artistic, Excellent Library, Friends in High Places, High-Born, Learned, Savant

**Suggested Flaws:** City Dweller, Combat Paralysis, Cowardly, Delicate, Can't Lie, Combat Paralysis, Non-Combatant, Obsession (lore), Unprepared

**Required Boon:** Scribes need to have the Literate Boon if they wish to choose this career.

## SEDUCER

Alternative career names: advisor, manipulator, schemer.

There are some who have honed seduction and manipulation down to an art form. The Seducer may be a nobleman's mistress, an ambitious courtier, or a power-hungry advisor who tries to gain power over others through flattery and various forms of enticement. A Seducer is skilled in etiquette, intuition, conversation, manipulation, and seduction.

**Attributes:** Appeal is the most important attribute for a Seducer. Agility and Mind can be useful too.

**Adventuring:** Seducers are usually not very adventurous, so you'd need other careers to help explain your life of peril.

**Fighting:** This career is seldom helpful in combat, though a Seducer may be able to add her career ranks to checks made to bluff or distract guards.

**Suggested Boons:** Attractive, Beguiling, Biting Comment, Carouser, Deft Fingers, Friends in High Places, Friends in Low Places, Inspire, Literate, Persuasive, Sneaky, Silver Tongue

**Suggested Flaws:** City Dweller, Combat Paralysis, Cowardly, Delicate, Hot-Headed, Lustful, Non-Combatant, Unprepared



## SEER

Alternative career names: prophet, spækona, diviner, oracle.

Seers are gifted, some would say cursed, with the ability to gaze into the future and divine others' fortunes. Their ability to unravel the strands of fate to see what lies ahead makes Seers the object of both reverence and dread.

Seers are valued for their wise and insightful counsel, prophetic predictions, and precognition of the future. Many ventures are not undertaken by nobles and wealthy patrons unless a Seer is present to divine whether it will be met with good fortune or ill-omens.

**Attributes:** Seers need to have quick Minds and strong intuitive powers. Appeal is also of use when persuading others to accept prophecies (or to deflect others' wrath when prophecies are unclear or inaccurate).

**Adventuring:** Seers are not usually adventurers, preferring the patronage of others and the comforts of civilization.

**Fighting:** Though Seers can peer into the future, this does not impart any benefit in the fast-paced chaos of combat.

**Suggested Boons:** Detect Deception, Friends in High Places, Inspire, Learned, Literate, Marked by Fate, Nose for Magic, Persuasive, Resistance to Sorcery, Savant, Silver Tongue

**Suggested Flaws:** Arrogant, Can't Lie, Combat Paralysis, Cravings, Delicate, Non-Combatant, Obsession (omens), Poor Eyesight, Unhinged

## SKALD

Alternative career names: bard, poet, fili.

Wandering or employed by a lord, the Skald is an accomplished artist and scholar who knows legends of past heroes, and who may even be ready to join an adventure himself so he can get a good story out of it. Some Skalds extend their art to a bit of juggling and, possibly, sleight-of-hand trickery.

Because they travel and are great gossips, they learn ancient legends, are good orators, and have some knowledge of city and world lore.

Some Skalds, particularly those of the Brjotaband, are renowned for their mastery of satire, as well as for their ability to lampoon others in order to enrage or dishearten them.

**Attributes:** Skalds require a sharp Mind and an abundance of Appeal.

**Adventuring:** Skalds are often wanderers, so by their very nature they can get caught up in some dangerous escapades on the road. Some might also follow warriors and adventurers, simply to be able to create heroic tales from first-hand experience.



**Fighting:** Skald is not generally a combat career and there are very few circumstances where this career will provide a combat bonus. Possibly a trick or distraction might give the opportunity to get a surprise stab or, more likely, a chance to escape.

**Suggested Boons:** Artistic, Attractive, Biting Comment, Carouser, Deft Hands, Detect Deception, Friend in High Places, Keen Hearing, Learned, Master of Disguise, Inspire, Literate, Persuasive, Silver Tongue, Tools of The Trade (instrument)

**Suggested Flaws:** Arrogant, Braggart, City Dweller, Delicate, Drunkard, Greed, Lustful, Non-Combatant

## THIEF

Alternative career names: rogue, scoundrel.

Perhaps you fell into a life of crime or began as a young street urchin. In either case, you have a certain unique set of skills that most find unsavory.

Thieves, scoundrels, and other ne'er-do-wells will have skill in such things as city lore, picking pockets, climbing, burglary, sneaking, gambling, and skullduggery, and may be part of some "guild" or order.

You will almost certainly be robbed at some time or another if you stay in the city for any length of time.

**Attributes:** Thieves require Agility for their trade, but a quick Mind also helps.

**Adventuring:** Good Thieves are sought after by adventurers looking to break into temples and strongholds where there are locks and traps guarding the treasures.

**Fighting:** Thieves usually need to avoid combat where possible and will only gain a career bonus in combat when trying to get away – and not always then if up against well-trained guards.

**Suggested Boons:** Alert, Blind Combat, Carouser, Deft Hands, Escape Artist, Friends in Low Places, Keen Hearing, Low-Born, Night Sight, Sneaky, Tools-of-the-Trade (lock-picks)

**Suggested Flaws:** City Dweller, Cowardly, Enemy, Greed, Hunted, Infamous, Poor Recovery, Untrustworthy



## THRALL

Alternative career names: serf, slave.

Slavery or indentured servitude is not exactly a career of choice for a heroic adventurer. Nevertheless, it can be useful in rounding out a character concept, and does provide the opportunity to pick up a few skills and techniques that other careers do not give.

The career provides skill in things like humility, going unnoticed, listening and sneaking, as well as cooking, cleaning, gardening, sewing, and manual labor. Some Thralls (the strong ones or the troublemakers) are sold to mercenary companies or jarls desperately in need of warriors, or made to fight for their owner's amusement.

**Attributes:** Thralls that are used for labor need good Strength. Thralls used to run errands often need high Agility. Clever Thralls are normally considered to be troublemakers.

**Adventuring:** Adventurous Thralls do not remain enslaved for very long. A life on the run from slavery leads to adventure, whether wanted or not.

**Fighting:** This career is not really of any practical use in a fight. Still, Thralls will mostly be ignored by warriors, maybe to their cost.

**Suggested Boons:** Deft Hands, Escape Artist, Keen Hearing, Sneaky, Strength Feat

**Suggested Flaws:** City Dweller, Combat Paralysis, Cursed, Fear, Feels the Cold, Hunted, Landlubber, Mute, Non-Combatant, Poor Recovery, Taciturn

## TRADER

Alternative career names: peddler, merchant.

Traders are not shopkeepers – they are wide-traveled adventurers, who seek new and exotic goods to sell from faraway places. As such, Trader characters pick up a range of useful skills like trading, appraisal, obtaining rare or unusual goods, persuasion, city lore, knowledge of distant places, and guild membership. If you want a strange or unusual item, speak to a Trader first.



**Attributes:** Traders need a quick Mind and a degree of Appeal to haggle and barter for their living.

**Adventuring:** A life on the road is a life of adventure, whether the Trader tries to avoid it or not. Many Traders actively seek out new lands and new markets, leading to many adventures.

**Fighting:** Trader is not a combat career, so this will almost never be helpful to a character in a fight.

**Suggested Boons:** Born-at-Sea, Detect Deception, Friends in Low Places, Great Wealth, Literate, Persuasive, Savant, Silver Tongue

**Suggested Flaws:** Braggart, City Dweller, Drunkard, Greed, Lustful, Non-Combatant, Obsession (seeking new trade routes or items), Unprepared

## TUMBLER

Alternative career names: acrobat, jester.

Juggling and tumbling are important parts of entertainment in Fjarrstrand. Ceremonies and feasts will have Tumblers. Tumblers are athletic, showing feats of skill, agility, and coordination. Some Tumblers extend their skills to a few sleight-of-hand and juggling tricks, and others to feats of contortion.

**Attributes:** Tumblers rely mostly on their Agility and their Appeal. Tumblers tend to be stronger than they look.

**Adventuring:** These entertainers often travel around in troupes from settlement to settlement. This can lead to some dangerous situations on the road, from fierce monsters to brigands and thieves.

**Fighting:** In combat, a Tumbler might gain an advantage if her opponent is caught off-guard by her acrobatic leaps, or she might gain an edge performing a roll or diving tumble. However, tumbling is not really a combat career and will rarely be of use against a skilled fighting man. Acrobats can make very good use of branches, rafters, ropes, and wall hangings in daring swashbuckling-style moves, though.

**Suggested Boons:** Alert, Attractive, Biting Comment, Born Athlete, Deft Hands, Escape Artist, Persuasive, Quick Recovery, Silver Tongue, Sneaky

**Suggested Flaws:** City Dweller, Delicate, Lustful, Non-Combatant, Obsession (performing stunts)

## WARRIOR

Alternative career names: huskarl, militiaman, soldier.



Warriors are the guards in a town or in the standing armies of rich nobles. They are often stoic but of limited imagination. They will have some city lore, perhaps skills in intimidation and riding, as well as a limited amount of authority – especially the officers.

**Attributes:** Strength is normally most important for Warriors, although archers and cavalymen could do with a bit of Agility. Officers need to have plenty of Appeal to lead their men, and quick Minds to make sound battle plans.

**Adventuring:** Most Warriors are dull and uninspired. However, characters will use their time in the city guard to hone their weapon skills ready for their next adventure.

**Fighting:** Warriors are not specialists of any sort but will sometimes gain a career bonus in combat, especially if fighting tactically as a part of a well-led unit.

**Suggested Boons:** Biting Comment, Born Athlete, Born-at-Sea, Born-in-the-Saddle, Brawler, Carouser, Grappler, Hard-to-Kill, Inspire, Mighty Shot, Quick Recovery, Trademark Weapon, War Cry

**Suggested Flaws:** Braggart, Drunkard, Enemy, Gullible, Hot-Headed, Hunted, Lustful, Missing Eye or Ear, Missing Limb, Poor Hearing, Taciturn

## WORKER

Alternative career names: porter, laborer.

Workers are unskilled laborers – men who erect palisades, dig ditches, build homes, city walls and temples, or who load and unload wagons and riverboats.

Workers often move around doing a range of odd jobs here and there, many of which are seasonal or temporary. Workers will be skilled in heavy lifting, intimidation, carousing, and hard labor. Some of the tasks carried out by Workers are also the work of slaves.

**Attributes:** Workers tend to find a high Strength very useful in their physical endeavors.

**Adventuring:** Labor is dull and doesn't really lead to a life of adventure. Therefore, a character with Worker as one of his careers is unlikely to have stuck it out for very long.

**Fighting:** Workers are not really fighters, although they do tend to settle their disputes with their fists. They might be given a bonus during a brawl, especially when grappling or choking someone.

**Suggested Boons:** Carouser, Brawler, Giant Strength, Hard-to-Kill, Mighty Fists, Strength Feat, Fearsome Looks, Poison Resistance, Tools-of-the-Trade

**Suggested Flaws:** Can't Lie, City Dweller, Drunkard, Fear, Hot-Headed, Landlubber, Lumbering, Lustful, Poor Hearing, Taciturn, Ugly and Brutish, Unsettling

## CREATING NEW CAREERS

There may be a temptation to create new careers, but you should give real thought to this before you do.

The reason for this is that the careers already provided are broad enough that they should encompass everything a sword-and-sorcery character should be able to do. Any further careers will serve only to cross over areas already covered by the other careers.

**Example:** It's often suggested that there needs to be an archer career. This simply isn't necessary. An archer is really a Warrior or Mercenary skilled with a bow. There isn't much else an archer does that a Warrior doesn't do.

All you need to do is take the Warrior or Mercenary career and put perhaps at least 1 in Agility and 2 in Ranged (more if you want a more dedicated but less all-round hero). If you want an archer who is more of a woodsman-type, pick Hunter and put 2 or more points in Ranged.



## TRAITS: BOONS AND FLAWS

**Starting Boon:** Boons are advantageous traits, and Flaws are disadvantageous ones. Your character has at least one Boon and can have more if they take some Flaws too. The first Boon and Flaw available to you both depend on your cultural origin.



**Additional Boons:** You can choose a second Boon (which can come from the master list, if you prefer) if you also choose a Flaw from those listed. If you would rather not take a Flaw, then you may use one of your Hero Points to get the second Boon instead. You can choose a third Boon by taking another Flaw, which can come from the master list, or for another Hero Point.

- Your second Boon can come from your career or region – but if you take this, you must also take a Flaw from your birthplace or permanently remove 1 Hero Point.
- Your third Boon can be from the master list – but you must also take a Flaw (all Flaws can be chosen here) or permanently remove 1 Hero Point.

**Boons and Bonus Dice:** Having a Boon means that you receive a bonus die. This means instead of rolling two dice to resolve a task, you roll three and drop the lowest die. Some Boons are different – where this is the case, it is described in the text. Sometimes you will have two Boons that can be used for the same Task Roll. If this is the case, you roll two bonus dice, so you roll four dice and drop the two lowest dice.

**Flaws and Penalty Dice:** Having a Flaw means that you receive a penalty die. This means instead of rolling two dice to resolve a task, you roll three but you drop the highest die. Sometimes you will have two Flaws that affect the same Task Roll. If this is the case, you roll two penalty dice, so you roll four dice and drop the two highest dice.

If both a Boon and a Flaw apply, they cancel each other out. Descriptions for Boons and Flaws appear on pages 33-37.

## BOON DESCRIPTIONS

Most Boons grant you a bonus die. Where this isn't the case, the effect of the Boon is clear from the description.

**Alert:** You are quick to spot danger and react. You receive a bonus die to your Priority Rolls.

**Artistic:** You have an artistic flair. Roll a bonus die when appraising or creating items of art.

**Athletic:** When doing any athletic activities such as sprinting, climbing, swimming, or leaping (other than fighting), you may roll a bonus die.

**Attractive:** You are particularly handsome or pretty. Roll a bonus die in situations where good looks might be important.

**Bare-Shirt:** This Boon allows your character to wear animal skins (light armor at best) and treat it as if it were medium armor (2 Protection), with no armor penalties at all.

**Beast-Friend:** You have a natural affinity with animals. Whenever dealing with animals, roll a bonus die.

If you are a Beastmaster, you will also have two or three small companions, or one medium or large companion.

**Biting Comment:** You gain a bonus die when attempting to intimidate or goad an opponent with your cutting words.

**Blind Combat:** No light? No problem. By using smell, sound, disturbances in the surrounding air, etc., you are one with the universe.

Whatever penalties the GM applies to fighting in the darkness, your character does not suffer at all.

**Blood of the Immortals:** One of your ancestors had a dalliance with either a dwarf, elf, or even a god; and it marked your line thereafter.

Your character gains an additional career rank and has a maximum career rank of 4 at character creation. Furthermore, you live considerably longer and age more slowly than others.

**Born-in-the-Saddle:** When dealing with riding beasts or carrying out physical activities (other than fighting) while mounted, you may roll a bonus die.

**Born-at-Sea:** You grew up on and around boats and ships. When dealing with ships or carrying out physical activities on board ship (other than fighting), you receive a bonus die.

**Brawler:** You are a skilled pugilist and wrestler. Roll a bonus die to attack when you are fighting with your fists, feet, head, etc. This includes Grapple attempts.

**Carouser:** You were more-or-less brought up in a tavern and are popular when the drink is flowing.

Roll a bonus die to gain information, make contacts, or acquire goods and services whilst in a tavern. You are also resilient to the effects of alcohol.

**Contacts:** This must be specified for a particular career but can be taken multiple times to cover your other careers. In each named career, you are well-known, and can always find an associate willing to give you some limited assistance.

**Deft Hands:** When undertaking actions requiring fine manipulation, such as picking pockets, making things, juggling, or card-sharping, you receive a bonus die.

**Detect Deception:** You are good at spotting when you are being lied to. Any time someone tries to lie to or con you, you often see right through them. You receive a bonus die to divine fact from fable. You won't automatically know the truth, but you know that what you're being told isn't it.

**Disease Immunity:** You are immune to all diseases, even magical ones.

**Elven Grace:** You may add 1 to your Agility. Your maximum Agility is 6 instead of 5, and your maximum starting Agility is 4 rather than 3.

**Escape Artist:** Ropes, chains, manacles, even prison cells – nothing holds you for long. Either by skill or by dumb luck, you always get away (eventually).

Roll a bonus die whenever you are in this situation and are trying to break free.

**Excellent Workshop:** You have a first-rate workshop for the crafting and enchantment of magical items.

You get a bonus die on any rolls to make potions or enchanted items while you are in it. The workshop does need to be re-stocked from time to time, leading you to occasional adventures whilst you seek the means to do this.

**Excellent Library:** You have a first-rate library for conducting your research. You get a bonus die on any rolls to find out anything while you are in it.

The library does need to be updated from time to time, leading you to occasional adventures whilst you seek the means to do this.

**Fast Healer:** You heal 1 extra Lifeblood per day (see page 9 for more details).

**Fearless:** Your character shows no fear. Even magically induced fear has no effect on him or her.

**Fearsome Looks:** Roll a bonus die whenever you are trying to force somebody to give you information or do something they don't want to do.

**Forest-Born:** You grew up in the primeval forests of Fjarrstrand. When tracking, trapping, hunting, or carrying out other similar activities (not fighting) in a forest, you roll a bonus die.

**Fostered by the Hidden Folk:** You were sent to, or taken by, elves or dwarfs, and spent your youth learning their ways (as a servant or apprentice).

You do not suffer a penalty die on Appeal task rolls when dealing with both elves or dwarfs, as others do, and speak both *Alfsöng* and *Dvergemál*.

**Friends in High Places:** You have contacts within the upper echelons of society. While they will not usually stick their necks out for you, they will give you aid, expecting a favor in return when it suits their own interests.

The sorts of things that these favors usually entail is getting you access to another important person, sharing information with you, using their pull with the local nobility, etc.

**Friends in Low Places:** You have friends in various hives of scum and villainy around the land. These favors might entail putting you in contact with a fence, getting you a hiding place, etc.

**Giant Strength:** You are big and strong. You may add 1 to your Strength. Your maximum Strength is 6 rather than 5, and your maximum starting Strength is 4 rather than 3.

**Gift of Artifice:** You are blessed with insights into the craft-lore of the immortal folk (elves, dwarfs, and gods), and are able to craft items of exceptional quality. Roll a bonus die whenever crafting or forging items, or when appraising the workmanship of items.

**Grapppler:** On a successful roll to attack, you can restrain a target instead of causing damage. For more information, see *Grapple* on page 56.

**Great Wealth:** You have a source of income or an inheritance. Roll a bonus die on any attempt to obtain any goods, services, or other items you need whilst in your homeland. If the optional *Resources and Wealth*

rules on pages 43 and 44 are used, add 1 to your Wealth rating (to a maximum Wealth rating of 6).

**Hard-to-Kill:** You are hard to put down and have the toughness of an ox. Add +3 Lifeblood to your total. You may take this Boon more than once.

**Healing Touch:** Gain a bonus die whenever rolling to help someone recover from injury, poison, etc.

You must have the Physician career to take this Boon.

**High-Born:** You grew up in the court of a noble. You receive a bonus die when dealing with courtly manners and matters of good form.

**Inspire:** You inspire your friends and allies. This could represent an appeal to the gods, inspired leadership, inspirational music, or just your own force of personality. Inspire gives a bonus die for one round after the call to all your companions' Attack Rolls (if they can hear you). This can be done once a day for free, or again for a Hero Point.

**Keen Eyesight:** Whenever you make a Mind Task Roll to perceive something using your eyesight, you receive a bonus die.

**Keen Hearing:** Whenever you make a Mind Task Roll to perceive something using your hearing, you receive a bonus die.

**Keen Scent:** Whenever you make a Mind Task Roll to perceive something using your sense of smell, you receive a bonus die.

**Learned:** When recalling a fact from your areas of specialty, you receive a bonus die.

**Literate:** You can read and write, and can choose a career with literacy as a requirement.

**Low-Born:** You grew up on the city streets. You receive a bonus die when dealing with the low-life and scum of a city's underground, or when carrying out activities (not fighting) such as trailing people or noticing things.

**Marked by Fate:** Fate favors you. You have an extra Hero Point.

**Master of Disguise:** You gain a bonus die whenever you are trying to conceal your true identity.

In addition, whenever you want to suddenly appear in a scene where your character wasn't already, you can spend a Hero Point to emerge as one of the random guards, townsfolk, etc., in the background. You were there the whole time, merely incognito!

**Mighty Fists:** Your fists are rock-hard from years of training in fighting pits or brawling in taverns. You can add your full Strength to damage caused when fighting unarmed.

**Mighty Shot:** With one selected type of ranged or thrown weapon (bow, sling, javelin, etc.) you can add your full Agility or Strength to the damage on a hit.

**Mimir's Gift:** You understand some of the ancient secrets of runic magic. You can roll a bonus die when casting spells, although you must be literate (see the Literate Boon above) and know the language of Runes.

**Mountain-Born:** You grew up in the mountains. When tracking, trapping, hunting, or carrying out other similar activities (not fighting) in a mountainous terrain, you roll a bonus die.

**Night Sight:** You do not take a penalty die when darkness would impose negative modifiers to see things.

**Nose for Magic:** You receive a bonus die when trying to spot or track a Magician, Priest, magical effect, or item.

**Persuasive:** You are gregarious and skilled at swaying others' attitudes. Gain a bonus die when trying to persuade others through reasoning and coaxing.

**Plains-Born:** You grew up on the plains. When tracking, trapping, hunting, or carrying out other similar activities (not fighting) in a plains environment, you receive a bonus die.

**Poison Resistance:** You receive a bonus die whenever you are resisting the effects of drugs, venoms, toxins, and even alcohol.

**Power of the Mist:** You have gazed through the mists into the Realm of Niflheim and received two extra points of Arcane Power.

**Quick Recovery:** You are more resilient than many. When recovering after a combat, you regain one additional Lifeblood, on top of the half you recover normally.

In addition, you recover one Lifeblood each day regardless of the type of activity you carry out after being injured.

**Resistant to Sorcery:** If a spell is cast at you, the caster gains a penalty die.

**Savant:** You may add +1 to your Mind attribute. Your maximum Mind is 6 rather than 5, and your maximum starting Mind is 4 rather than 3.

**Silver Tongue:** You are very deceptive and can make any lie sound plausible. Roll a bonus die whenever trying to lie, con, fast-talk, or otherwise deceive someone.

**Sneaky:** You are lithe and nimble. Roll a bonus die where stealth is important.

**Strength Feat:** You can focus your Strength to perform particular tasks. Roll a bonus die when breaking, lifting, pulling, or pushing things.

**Swamp-Born:** You grew up in the swamps. When tracking, trapping, hunting, or carrying out similar activities (not fighting) in swamps and marshes, roll a bonus die.

**Thick Skin:** You have particularly leathery skin, which gives you +1 to your Protection from damage, even when not wearing armor.

**Tools of the Trade:** You own a set of tools suited to your trade or craft. Roll a bonus die when attempting any actions for which using these tools would be beneficial.

**Tundra-Born:** You were born in the snowy tundra. When tracking, trapping, hunting, or carrying out other similar activities (not fighting) in a snowy terrain, you roll a bonus die.

**Trademark Weapon:** You have a quality weapon (of dwarven make, or a weapon made especially for you or that you inherited) that you have practiced with since a child.

When using this weapon (or, if lost, stolen or broken, a replacement made to duplicate its qualities exactly, possibly at great expense), you receive a bonus die.

**Two-Weapon Fighter:** Reduce the combat penalties for two-weapon use by 1.

**War Cry:** Scares the hell out of opponents that can hear your War Cry.

They roll a penalty die on all their Attack Rolls for the first round following the War Cry. This ability can only be used twice per day (once more for a Hero Point).

## FLAW DESCRIPTIONS

Most Flaws impose a penalty die when making Task Rolls. Where this isn't the case, the effects of the Flaw are described.

**Absent-Minded:** You have difficulty keeping track of appointments, people's names, items on lists, and various other memory-based tasks.

This means that sometimes the GM will spring things on you that your character forgot.

**All Thumbs:** You take a penalty die when picking locks, firing a bow or crossbow, or when doing fine work.

**Apprentice:** You are responsible for a young person (a Tough NPC) who accompanies you, learning your trade. If this person is seriously harmed or killed, you must take another Flaw appropriate to the situation.

**Arrogant:** Roll a penalty die when dealing with provincials or foreigners, where your arrogance might annoy or offend them. This Flaw is especially common among the nobility.

**Braggart:** You have a very high opinion of yourself and feel the need to share it with the world.

You often take credit for things that you never did, and make those accomplishments you did achieve seem so much grander with each retelling, often disregarding the role anyone else played in the story. You often play fast and loose with the truth when boasting, which could lead to you being called a liar.

**Can't Lie:** Whether it is simple nervousness or a strong code of honor, you are terrible at lying.

You get a penalty die whenever you try to deceive, tell half-truths, or conceal something that you know when you are asked about it directly. You'd much rather say, "I'm not going to tell you," than "I don't know what you are talking about."

**City Dweller:** You take a penalty die in situations to do with wilderness survival.

**Combat Paralysis:** When swords are drawn, you tend to freeze up and act with uncertainty. Roll a d3. This is the number of rounds that you freeze, during which you can only take defensive actions.

**Country Bumpkin:** The big city is a confusing and heartless place for the new arrival. You take a penalty die in situations to do with urban survival.

**Cowardly:** This is not a very common Flaw for a Hero because you have a great deal of difficulty resisting when the effects of fear take hold of you. Roll a penalty die to any rolls to resist the effects of fear or

intimidation. In addition, you try to avoid any form of conflict, if possible.

**Cravings:** You are addicted to something and require it daily to function fully. Whenever you go more than a day without it, you have a penalty die on all rolls.

**Cursed:** Fate has forsaken you or you are just plain unlucky. For some reason, bad things always seem to happen to you. The town guard mistakes you for a wanted man, the wench you picked up in the tavern turns out to be a runaway princess, you step on a twig just as you nearly snuck away, etc. You begin with -1 Hero Point.

**Delicate:** You have a small or slender build. Deduct 2 from your Lifeblood total.

**Distinctive Appearance:** There is something about your appearance that sticks in men's minds, such as a nasty scar, a tattoo, or 6 fingers on your left hand.

Whatever it is, you have some superficial characteristic that causes you to stand out. You gain a penalty die whenever you try to disguise yourself or maintain a low profile. If you are also Hunted (see below), agents are twice as likely to spot you on entering and leaving a settlement.

**Distrust of Magic:** When interacting with Magicians, Priests, and Artificers, you take a penalty die.

**Drunkard:** Roll a die when you are required to do something important for the rest of your companions. If a '1' comes up, you are drunk and unable to do anything until sobered up.

**Elderly:** Your character is not as young as he used to be. If he has not had a decent amount of rest each day, he will begin to slow and tire. Take a penalty die for any physical action if pushed too hard without rest. Other opportunities for good roleplaying will undoubtedly come out of this Flaw.

**Enemy:** You have made an enemy of a Villain-level NPC. This may be someone from your background or an NPC that you crossed during your adventures.

**Fear:** There is something that you have a great and irrational fear of. Roll a penalty die in the presence of (or when confronted by) your phobia. Some possible fears include: fear of fire, spiders, heights, crowds, death, the dark, closed spaces, snakes, etc.

**Feels the Cold:** You are especially susceptible to the cold and take a penalty die for any tasks undertaken in a cold environment.

**Feels the Heat:** You are especially susceptible to heat. You take a penalty die for any tasks that you undertake in a hot environment, such as forges, overcrowded taverns, hot springs, etc.

**Greed:** You cannot resist any chance to make money. If money is to be made, your judgment goes out of the window. You take a penalty die whenever tempted by the offer of cash.

**Gullible:** You believe the most outrageous lies. Roll a penalty die when being persuaded something is a good idea when it isn't.

**Hot-Headed:** Your anger often gets the better of you, and you are likely to fly off the handle at the slightest insult or imagined insult. You get a penalty die to any rolls when trying to suppress your anger and act rationally, such as not making a scene at a royal feast when insulted or trying to ignore an enemy's taunt. Your anger can also get you into duels, or worse.

**Hunted:** There is a bounty on your head, perhaps because you have offended some powerful noble or wealthy merchant. Regardless of who seeks your capture, you constantly must evade agents intent on capturing, or even killing, you.

Roll a d6 whenever you enter a new settlement. On a "1", agents spot you and make your life unpleasant.

**Infamous:** You are well known for some wicked deed in your past. Irrespective of whether the allegations are true or not, or whether you had a good reason to do what you did, this bad reputation precedes you wherever you go.

You suffer a penalty die in social situations with others until you manage to earn their trust.

**Landlubber:** You take a penalty die on activities whilst at sea.

**Lumbering:** You are unsteady on your feet. You take a penalty die when balance is important – for example, crossing a narrow bridge or standing on a mountain ledge.

**Lustful:** You find it hard to resist the charms of others, and take a penalty die to any rolls made to avoid succumbing to a pretty or handsome face.

**Missing Eye or Ear:** You take a penalty die whenever the GM feels it is appropriate to the situation.

**Missing Limb:** You take a penalty die whenever the GM feels the situation is appropriate.

**Mute:** You are unable to talk, so always roll a penalty die in social situations to make yourself understood.

**Non-Combatant:** You are not a warrior – your skills lie elsewhere. You have only two points to spend on combat abilities instead of four, but begin with six points for careers instead of four. In addition to this, it costs you twice as many advancement points to increase combat abilities.

**Obsession:** There is something with which you are completely obsessed. It could be a fascination with a certain pursuit, person, or thing. You spend a great deal of time and money on this obsession.

Whenever you are in the presence of the object of your obsession, you have a penalty die on all rolls that require you to ignore it. Sometimes your obsession can get you into a lot of trouble.

**Poor Eyesight:** You take a penalty die when trying to observe or spot something.

**Poor Hearing:** You take a penalty die when making a check to perceive something using your hearing.

**Poor Recovery:** You have a poor constitution. You require medical attention to restore lost Lifeblood and recover nothing from normal rest.

**Taciturn:** Your character is ridiculously tightlipped. It's a rare day on which he uses a sentence of more than three words, and it's virtually unheard of for him to initiate conversation.

His extreme reluctance to speak unfortunately means he never volunteers information without being asked. Take a penalty die in social situations.

**Ugly and Brutish:** You are unattractive. Take a penalty die in situations where your looks are important.

**Unhinged:** You are mad. Work with the GM to determine how this manifests itself.

**Unprepared:** You are not aware of what's going on around you and are slow to react to danger. Add a penalty die for Priority Rolls.

**Unsettling:** Something about you isn't quite right – the way you look or smell or speak. Even animals shy away from you. Take a penalty die in social situations or when dealing with animals.

**Untrustworthy:** You take a penalty die when the situation calls for someone to believe or trust you.

**Zealot:** This is a Flaw far more common among Villains than Heroes. There are many willing to die for their faith, but a zealot would kill for it. You get a penalty die whenever you must be civil to a non-believer.

## LANGUAGES

You can speak your own language. You can also select a number of additional languages equal to your Mind attribute if you have one or more relevant careers. Relevant careers include Artificer, Mercenary, Magician, Noble, Physician, Priest, Scribe, Skald, and Trader.

There are numerous dialects in Fjarrstrand, but the main languages are:

- **Alfsöngr:** The language of the elven people is, this tongue is both ancient and beautiful. It is an expansive and poetic language that richly encompasses terms related to natural lore, the arts, warfare, and magic. It is rare for humans to speak the tongue of elves. Its written form uses unique characters.
- **Braegalic:** This is the language of the Brjotaband people, an amalgam of the various tongues of former thralls from Midgard's western isles. Braegalic, as the tongue for former slaves and insurrectionists, contains many subtle gestures that silently convey meaning. Its written form has its own runic characters.
- **Dvergemál:** The ancient tongue of the dwarven folk is never taught to outsiders. It is said that dvergemál is first language to have a written, runic, form. The dwarven tongue expresses terms related to the forging and crafting of items with a depth of meaning that no other language can approach. It is also a furtive language that commonly employs phrases with double meanings.
- **Gandrimál:** The tongue of the nomadic Stígrandi has its roots in Gotrtung but draws influences from both the elven language (particularly with regard to natural lore) and that of the Brjotaband people.
- **Gotrtung:** This is the predominant tongue of Fjarrstrand's human populace, its lingua franca in matters of trade and law. Gotrtung grew out of the various languages spoken by Fjarrstrand's first colonists.
- **Jotuntung:** The language of giants and their kin, such as trolls and ogres. This language is sometimes spoken by human traders and frontier-folk who live in the shadows of

Fjarrstrand's northernmost mountain ranges and have dealings with giant-kind.

- **Runes:** These sigils are the basis for the written forms of Dvergemál, Gandrimál, Gotrtung, and Jotuntung. Knowledge of runes, and of their deeper meaning, is said to aid in the casting of spells.

## LITERACY

Unless you have taken the Literate Boon, you cannot read or write these languages. Knowledge of Runes requires literacy.

**Reading Unknown Texts:** The Literate Boon allows a character to roll to work out the gist or essence of a text, even where the writing is of a language unknown to them. This requires a Task Roll, the difficulty for which depends on the nature of the text itself.

## UNDERSTANDING STRANGE LANGUAGES

Where a career is noted as being one that requires skills in the spoken word, or characters of that career are likely to be well-traveled (Skalds, mercenaries, Traders etc.), allow a character to roll to work out the gist or essence of a language and make basic conversation, even if the tongue is unknown to them.



## THE TRAPPINGS OF HEROES

The basic rule about character equipment is to give the players what they want! Conan and Red Sonja never went shopping – neither should characters in The Fjarrstrand Sagas. If a player wants his character to have something that would be appropriate to his career, let him have it. If he wants something less appropriate, you can still let him have it. You can always take it away from him!

He is a Warrior – let him have armor and a whole bunch of different weapons. He is a Berserker – let him have a bearskin cape, a shield, woolen breeches, an axe, a wineskin, and a sword. She is a Magician – let her have rings on every finger, amulets, a cloak of raven feathers, and an ornately carved staff. She is a Noble – let her have a longhouse, servants, and a longship in the port.

No costs have been included for the simple reason that Heroes can have what they want and what would be reasonable for their careers. Think of it this way – of what use is a longhouse, when you are lost and alone in the forests of the Vestmark, armed with only a sword in your tired fist?

By the same token, there are no rules for encumbrance. Heroes only go around with what they can reasonably carry. They live for the day. You never know what you will need on adventure and you can't take everything, so why bother? Use your Hero Points instead. That's what they are for.

If you want backpacks full of adventuring gear, a weapon for every occasion, three spare suits of armor and a pack animal to carry it all around on, then play another game. If all you want is a byrnie and a sturdy blade, play on!

Characters start with whatever gear is appropriate to their career(s) and whatever other stuff is agreed between the GM and player. After that, if a character needs other items, he or she can make rolls against appropriate careers, to find, buy, steal, beg, or borrow stuff.

Difficulty modifiers might be appropriate if the character is in the middle of nowhere, if the item is

scarce or expensive, and so on. Traders and Thieves are particularly adept at getting hold of stuff and Nobles always have more money available.

## WEAPONS

Although bigger weapons can cause bigger wounds, this isn't the whole story – sometimes a weapon is just plain unsuitable for the job in hand. There will be times when this is unavoidable (if it's the only weapon you've got), but when you have a choice, you should choose the right one.

Having said that, some characters have their own reasons for choosing the weapon they use and they will swear by it, whatever the circumstances. Nothing to do with how effective or damaging it might be – it could even be for (what appears to everyone else) a totally irrational reason.

Select your weapons based on how you see your character – not just because a weapon has the best damage. If you are a Thief or Assassin, you don't necessarily want to appear to be heavily armed (if at all), so you would need to keep your weapons hidden – this means light weapons.

If you are a Trader or other non-combatant, you are less likely to be seen as a potential danger to more violent types if you are not bearing arms. In addition, reactions from other people will be different – who wants to do business with a trader who looks like he might chop you to pieces if you try to negotiate a better price with him? As with armor,

displaying weapons can provoke fear or uncertainty in social situations, so there is a good reason for some characters not to pick the most damaging weapons.

On the other hand, if you are a Mercenary or a Champion, you have few concerns about what weapons are on display. You probably have at least one concealed, one or two at your belt, a bow or crossbow, as well as possibly a two-handed weapon, or a shield to go with your sidearm. You want people to be cautious of you.



Melee Weapon	Damage	Weapon Qualities
Axe	d6	Sundering. Thrown (10' range increment).
Club	d6	Thrown (10' range increment).
Cudgel	d6L	Discreet. Finesse.
Dagger	d6L	Discreet. Finesse. Thrown (10' range).
Flail	d6	Ignores shield bonus to Defense.
Great Axe	d6H	2-handed. Sundering.
Great Club	d6H	2-handed.
Great Flail	d6H	2-handed. Ignores shield bonus to Defense.
Great Sword	d6H	2-handed. Sundering.
Hammer	d6	Thrown (5' range increment).
Javelin	d6L	Finesse. Piercing. Thrown (30' range increment).
Morningstar	d6	Piercing.
Pick	d6	Piercing.
Polearm	d6	2-handed. Reach. Piercing, Sundering, or Grab (choose one).
Quarterstaff	d6	2-handed. Discreet. Finesse.
Spear	d6	Piercing. Thrown (20' range increment).
Sword	d6	Sundering.
Whip	d3	Finesse. Grab. Reach.

Missile Weapon	Damage	Weapon Qualities
Arbalest	d6H	150' range increment. 2-handed. Piercing. Slow (2). Add half of AGI to damage.
Bow	d6	80' range increment. 2-handed. Piercing. Add half of AGI to damage.
Crossbow	d6	100' range increment. 2-handed. Piercing. Slow (1). Add half of AGI to damage.
Dart	d6L	20' range increment. Discreet. Piercing. Add half of AGI to damage.
Great Bow	d6H	120' range increment. 2-handed. Piercing. Add half of AGI to damage.
Sling	d6L	40' range increment. Discreet. Add half of AGI to damage.

## WEAPON QUALITIES

**Discreet:** These weapons are easily concealed or commonly escape the notice of guards or members of the watch. Roll a bonus die on Agility checks made to conceal such weapons.

**Finesse:** The wielder of a finesse weapon may apply his Agility (AGI) modifier to damage rolls rather than Strength.

**Grab:** "Grab" weapons may be used to Trip, Grapple, or Disarm an opponent on a Mighty or Legendary Success (see pages 52 & 53), or when taking one of those attack options (see pages 56 and 57).

**Piercing:** Piercing weapons bypass 1 additional point of armor when taking the Bypass Armor combat option (see page 56). As such, you would bypass 2 points of armor when taking a -1 modifier to your attack roll.

**Reach:** When taking the Defensive Stance (see page 56) or Full Defense against an opponent without a reach weapon, add an additional +1 to your Defense value.

**Slow:** A slow weapon take the specified number of combat rounds to load. An arbalest, for example, has a rating of Slow (2). As such it requires two combat rounds to load.

**Sundering:** Sundering weapons are especially effective at destroying armor. When taking the Sunder option (see page 57), reduce the Protection or Defense value of their armor, helmet, or shield by 2 points.

**Thrown:** This weapon may be used to make melee attacks or thrown to make a ranged attack.

## WEAPON DESCRIPTIONS

Each weapon is described below, together with the damage notation for that weapon. See pages 57 and 58 for a detailed explanation of how damage works for light weapons (those dealing d6L damage) and large weapons (those dealing d6H damage).

**Arbalest:** A much larger crossbow, the arbalest (sometimes called a heavy crossbow) is little used in Fjarrstrand except as a mobile siege weapon.

**Axe:** These are usually made with bronze, iron, or steel heads on a wooden haft. They can be called war-axes, long-axes, or hand-axes. They are one- or two-bladed.

**Bow:** This represents a wide variety of weapons that fire arrows by drawing back and releasing a bowstring, strung between the two ends of a curving length of wood.

**Club:** This is a larger version of the cudgel – it is a stout length of wood, used in one hand to bludgeon and batter your opponent. Clubs usually have a wider or knobbed head and can be called war-clubs, knobkerries, or shillelaghs.

**Crossbow:** A crossbow is a simple device for firing a short bolt or quarrel with some force and little training. They take a round to load (ready to fire on the second round).

**Cudgel:** The simplest of all weapons, a cudgel is a crude weapon like a stout stick or truncheon of less than 3' in length, a chair leg or even an unbroken bottle used to bludgeon your opponent.

**Dagger:** This covers all forms of short stabbing, thrusting or slashing weapons, either with one or two edges, that can be thrown with 10' range increments or used in close quarters. Highly concealable, it is a favorite of Thieves and Assassins.

**Dart:** Darts are missile weapons, designed to be thrown such that a sharp (often weighted) point will strike first. They are larger than arrows and shorter than javelins, although like arrows they have flights. You would usually carry a number of these into battle.

**Flail:** Flails are made with a shaft of wood, mounted by a length of chain with a spike-ball head. They are not too common in general use in Fjarrstrand. Flails ignore the Defense addition gained from using a shield.

**Great Bow:** Great bows are composite bows with high draw weights. They should be rare and highly-

prized. The wielder of such a bow must have a Strength score of 2 or higher.

**Great Sword:** These are large swords, up to 6' in length. They are also called claymores or two-handers.

**Hammer:** A hammer is similar to a club, but with a metal head, often with spikes or flanges. Hammers can be thrown at increments of 5' as they aren't very effective when used this way.

**Javelin:** This weapon represents a light throwing spear with a short, pointed tip. Fighters who use these weapons would typically arm themselves with two or three such weapons.

**Morning Star:** A large lump of metal with spikes at all angles on the end of a 4'–5' pole. It is basic but effective.

**Polearm:** This is a catch-all name for a pole weapon. Pole arms are close-combat weapons in which the main fighting part of the weapon is placed on the end of a long shaft, typically of wood, thereby extending the user's effective range.

They are used with two hands and can be called pikes, greatswords, halberds, pole-axes, glaives (atgeir), war scythes, and many other names besides. Spears are the most basic form of polearms.

**Quarterstaff:** A quarterstaff is a simple stout pole of around 6' in length, used as an aid to walking, and as an effective weapon.

**Sling:** The sling is inexpensive and easy to build. It is a simple leather thong whirled around the head to cast small stones or cast lead bullets with some force, at 30' range increments.

**Spear:** A 6' or longer length of wood with a pointed tip, designed for throwing at 20' range increments, or for use in combat against mounted opponents in particular.

**Sword:** This weapon is a favorite among Heroes. This is the catch-all description for all manner of long-bladed, one-handed weapons used all over Fjarrstrand, such as broadswords, longwords (spata), and bastard swords.

Call it what you want on your character sheet, because that will add flavor to your character, but at the end of the day a sword is a long blade used for killing.

# ARMOR

Armor is broken down into three categories: light, medium, and heavy. These categories are very broad and open to your interpretation. You should choose an armor category that suits your character concept rather than worry about what the very best armor is.

Armor absorbs a set amount of damage – measured by its Protection. When hit in combat, you subtract the listed value from the damage before it is applied to your Lifeblood. The Protection value for each

category is set out in the table below. The Protection value is shown like this: (1).

Heavier armor inhibits the wearer’s movement and so there are penalties to your Agility.

Spellcasting is more tiring when wearing armor; add the number indicated to the Arcane Power costs of casting spells (see Chapter 4).

The GM might apply penalties in social situations if your character is wearing armor where it might be frowned upon – for example at a jarl’s Yule feast.

Armor Type	Protection	Penalties	Arcane Cost Penalty
No Armor	0	None	None
Light Armor	1	None	+1 AP
Medium Armor	2	–1 Agility	+2 AP
Heavy Armor	3	–2 Agility	+3 AP
Helmet	+1 to Protection	–1 Initiative	
Small Shield	+1 to Defense		
Large Shield	+2 to Defense	–1 Agility	



## ARMOR DESCRIPTIONS

If your character is essentially a non-combatant, likes to be able to move freely, and/or is going into a situation in which the wearing of armor would be incongruous, you might not want your character to wear any armor at all.

**Light Armor:** If your character prefers to avoid combat but knows that he is likely to be involved all the same, you might like your character to have some minimal protection.

Light armor could represent extensive body coverage in soft leathers, or less coverage in thicker leather, or even light mail. So, your character could wear a stout leather jerkin with leather vambraces, or a padded cloth doublet, leather boots and gloves. Or you could say that your light armor consists of a light mail shirt and nothing else.

Light armor is generally concealable (except on close inspection or by a seasoned warrior) and doesn’t mark you out specifically as a warrior. Light armor effects:

- Light armor absorbs 1 point of damage.

- Wearing light armor restricts Magicians and Priests, and imposes an extra 1 Arcane Point cost on a spell casting.

**Medium Armor:** Combining some of the mobility of the lighter armor and better protection of heavy armor, this is the armor worn by the typical adventurer expecting to get into combat situations on a regular basis.

Medium armor could represent fairly extensive coverage of leather armor, with stiffened leather in some of the more vital areas, or partial coverage of mail with leather in other areas. It could even represent a steel breastplate and minimal/no other armor.

Someone in medium armor can often remove portions of their armor to reduce it to light armor, as necessary. Medium armor effects:

- Medium armor absorbs 2 points of damage.
- Medium armor slows you down, so reduce Agility by 1 while wearing it.

- Wearing medium armor restricts Magicians and Priests, and imposes an extra 2 Arcane Point cost on a spell casting.

**Heavy Armor:** This armor is worn by household warriors, wealthy mercenaries, nobles going into battle, or those expecting to participate in deadly combat in the near future. It is not worn all day long, and is certainly not worn when traveling or going about normal daily activities.

Heavy armor would represent extensive coverage of mail, such as a knee-length hauberk, with gauntlets and greaves, or a steel breastplate with vambraces and greaves, or possibly a brigandine (leather coat with steel inserts) with gauntlets and boots.

Someone in heavy armor can usually remove portions of their armor to reduce it to medium armor, as necessary.

If your Strength is below 0, you can't wear heavy armor at all (at least you can't do anything worthwhile whilst wearing it).

Heavy armor effects:

- Heavy armor absorbs 3 points of damage.
- Heavy armor slows you down, so reduce Agility by 2 whilst wearing it.
- Wearing heavy armor restricts Magicians and Priests, and imposes an extra 3 Arcane Points cost on a spell casting.

**Helmets:** If you are wearing a helmet, it adds +1 to your Protection if already wearing armor. Therefore, if in light armor and helmet, you'd have 2 points of Protection. In medium armor, you'd have 3 points of Protection. In heavy armor, roll you'd have 4 points of Protection.

Helmets give you a penalty in social situations and to your Initiative (as it's harder to notice things whilst wearing a helmet). Most Heroes take their helmets off, unless preparing for battle.

**Shields:** The benefit of a shield can only be used when you are aware of your attacker and you are ready and prepared to block their attack with that shield.

- Small shields give you a +1 to your Defense value.
- Large shields give you a +2 to your Defense value, but modify your Agility by -1.

## RESOURCE & WEALTH RATINGS (Optional)

**Resources:** Your Resource rating represents the chance that the character will own and be carrying (or have at hand) a piece of equipment, a needed item or spell component, or a piece of clothing that he or she wishes was already written down on their character sheet!

Heroes with high Resource rating are adept at fashioning useful things from the most unlikely sources or squirreling away seemingly unimportant items for just the right occasion.



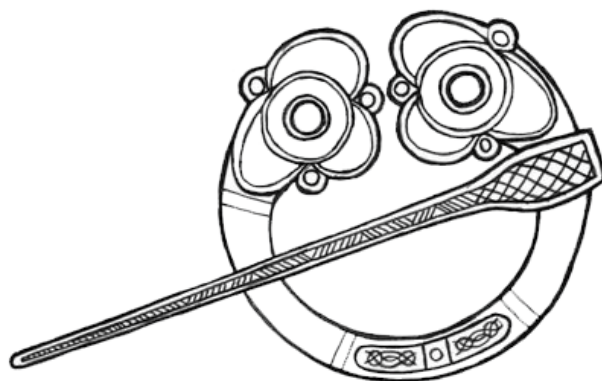
**Wealth:** Your Wealth rating is a rough estimate of the Hero's readily available wealth. Wealth is never used for day-to-day acquisitions like food, mead, replacement arrows, or the mending of clothing. This sort of consumerism is assumed to happen 'off screen' automatically. If he needs to buy a costly item at short notice, use his Wealth rating. If the Hero needs to buy a sword (and the GM decides it would be amusing for this not to be an automatic action) use Wealth.

**Resource and Wealth Ratings:** Both Resource and Wealth ratings range from 0 to maximum of 5, based on the careers chosen by the player. To determine the character's Resource rating, add up the numbers in the Resources column of the table below for every 2 ranks that the character has in the listed Careers. Repeat this process, using the Wealth column, to find the character's Wealth rating.

**Example:** If a character has 4 ranks of the Noble career, his Wealth rating is 4 (2 for every two Noble career ranks, rounding down fractions). If his Warrior career rank increased to 2 the Wealth rating will increase by a further point.

Resources and Wealth ratings are used in the same manner as other game abilities; the GM sets a difficulty level based on the player's description of his or her character's activity and the player makes a dice roll.

**Windfalls and Lean Times:** When Heroes have financial windfalls, have them make Wealth checks with a bonus die. During lean times, these checks are made with a penalty die.



Resources	Wealth	Career	Sample Skills
1	1	Artificer	Herbalism, alchemy, metallurgy, brewing
1		Assassin	Poisons, local knowledge, lockpicking, disguise, spying, stealth
		Beastmaster	Animal handling and training, and animal mimicry
1		Beggar	Scavenging, picking pockets, deception, persuasion, stealth
	1	Berserker	Berserk rage, intimidation, combat tactics, riding, swimming
	1	Blacksmith	Forging and repairing metal items, metallurgy, trading
	1	Champion	Intuition, combat tactics, intimidation, showmanship
	1	Executioner	Intimidation, torture, anatomy, treating wounds
1		Farmer	Plant lore, animal husbandry, cooking, trading, weather prediction
1		Hunter	Wilderness lore, foraging, swimming, tracking, trapping, stealth
1		Magician	Herbalism, astrology, astronomy, runes, ancient lore
1	1	Mercenary	Riding, intimidation, combat tactics, first aid, arms & armor repair
	2	Noble	Law, etiquette, local knowledge, ancient lore, combat tactics
1		Physician	First aid, herbalism, chirurgery, anatomy, poisons
	1	Priest	Law, religion, ancient lore, persuasion, intuition, intimidation
		Sailor	Navigation, swimming, sailing, geography, weather prediction
	1	Scribe	Literacy, ancient lore, languages, runes, cartography, bookbinding
1		Seducer	Intrigue, seduction, carousing, intuition, deception
		Seer	Legends, ancient lore, astronomy, intuition
	1	Skald	Performing, ancient lore, persuasion, satirical mocking
1		Thief	Picking pockets, local knowledge, lockpicking, climbing, stealth
1		Thrall	Persuasion, stealth, first aid, scavenging
	1	Trader	Trading, persuasion, local knowledge, geography, appraising
1		Tumbler	Acrobatics, juggling, climbing, first aid, animal handling
	1	Warrior	Local knowledge, intimidation, riding, combat tactics, first aid
1		Worker	Local knowledge, animal handling, intimidation

## HERO CREATION SUMMARY

1. Envision your character and figure them out before you try to “build” them.
2. Divide 4 points between the four attributes (Strength, Agility, Mind, and Appeal).
3. Divide 4 points between the four combat abilities (Initiative, Melee, Ranged, and Defense).
4. Choose four careers and divide 4 points between them. The order of the careers is best done chronologically and helps tell the story of your character.
5. Choose your languages – Your native tongue plus 1 for each level of Mind if you have ranks in careers involving travel or exploration.
6. Select Boons and Flaws. You get the first Boon for free (based on your culture), +1 more Boon (any) if you take a Flaw (based on your culture), or +2 more if you take two Flaws (the second can be any Flaw) or lose Hero Points.
7. Derive Lifeblood (10+Strength), Hero Points (normally 5), Arcane Power (0 unless you have a career rank in Magician or Priest), Fate Points (if you are a Seer) and Craft Points (if you are an Artificer).
8. Choose weapons, armor, and gear as appropriate, and agree with the GM on anything else you might have. If using the optional Resource and Wealth rating rules, determine those ratings as per the rules on pages 43 and 44.

**Example:** Mike is making a character. He envisions a brash young Austrmen noble, whom he names “Angvi Bardsson”. He envisions Angvi as athletic and dashing, but not especially strong, and allots his attributes as Strength 0, Agility 2, Mind 1, and Appeal 1.

He sees Angvi as a very capable swordsman with a solid defense and a distaste for bows. He assigns his combat abilities as Initiative 1, Melee 2, Ranged –1, and Defense 2.

Now Mike thinks about what careers Angvi has experienced. He was born a noble, and as with many young Austrmen nobles, he was given the opportunity to join the crew of a longship, which raided Gamlegard coastal settlements throughout their mainland frontier.

However, due to a falling out with his commanding officer and a duel he should never have accepted, he was dismissed from service with the Sundegart. He ended up joining a trader galley bound for Wichtby, where he used the skills learned as a sailor – here he has spent his last few years. His careers are Noble 1, Warrior 1, Sailor 1, and Trader 0.

With his points assigned, Mike decides to choose some Boons and Flaws. First, he must choose a free Boon from the list of Austrmen Boons – he decides on “Marked by Fate” (maybe he is being watched over by his ancestors) – that gives him 6 Hero Points instead of 5. For another Boon (which can be selected from the full list of Boons), Angvi is given “Alert” – Angvi is always ready for danger and reacts quickly when threatened. As he has taken a second Boon, he now needs a Flaw.

This is easy – the officer who hounded Angvi out of the Sundegart has a reason for doing this, unknown to Angvi (or even to Mike at the moment, whose character this is). The officer is now given a name – Captain Vidar. Mike and the GM can work out what his reason for destroying Angvi’s career is as the Saga develops. Mike adds the Flaw of “Enemy – Vidar” to his character sheet.

Coming from Austrmen lands, Angvi’s first language is Gotrtung. With a Mind of 1 he receives 1 more language and selects Braegalic. He cannot read and write these languages, since he did not take the Literate Boon, but can as converse in them.

He then fills in his Lifeblood: 10 and Hero Points: 6. As he isn’t a Magician or Priest, he has no Arcane Power, so he leaves this blank.

Mike then decides on some basic trappings for his character. He uses his careers as a guide and makes five quick picks: he has a fine riding horse (as he is a Noble), a good sword (from his reaving days), a few small trinkets and trade items (Trader), and several fighting knives (Sailor). It’s agreed with the GM that Angvi also inherited a hunting lodge outside Stórrhafn, which he hasn’t returned to for several years. This will be a good lead in to an adventure later in the Saga. Since he has no careers above rank 1, his starting Resource and Wealth ratings are 0.

With that, Angvi Bardsson is ready to step into the violent and untamed land of Fjarrstrand and begin his quest for glory.

# CHAPTER 3: PATHS TO GLORY

## ATTEMPTING TASK ROLLS

To perform an action, you simply roll and add two regular six-sided dice (2d6). To this result, add your character's most appropriate attribute.

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$$\text{Task Roll} = 2d6 + \text{Attribute} + \text{Career} + \text{Modifiers}$$

---

If you are fighting, you then also add the combat ability for the type of attack being made. If you are not fighting, you then add any appropriate career rank.

---

$$\text{Attack Roll} = 2d6 + \text{Agility} + \text{Melee or Ranged} + \text{Modifiers}$$

---

Although a player can attempt to persuade the GM that a certain career will aid a task attempt, the GM is the final arbiter. For example, a Hero with a rank in Assassin is likely to know something about poisons, so the GM might well allow you to add your rank to your Task Roll (based on your character's Mind rating) to recognize a poison in a drink. However, being an Assassin would not help you to track a deer through the expansive wetlands of Dunnesmere – you need to be a Hunter to do that.

## THE EFFECTS OF BOONS AND FLAWS

You might have a Boon or a Flaw that allows (or forces) you to roll three dice instead of two dice.

But you still take the result of only two of those dice. If it is a Boon that allows you to roll an extra die (a bonus die), you drop the lowest die. If it is a Flaw (where you roll a penalty die), then you drop the highest die.

## AUTOMATIC SUCCESS

Rolling a “natural 12” (both dice coming up with a 6) on any Task Roll is an automatic success. This means there is always a chance that you might be able to achieve the seemingly impossible.

**Mighty Success:** If rolling a natural 12 would have been a success in any event, you have instead achieved a Mighty Success. In combat, the results of a Mighty Success are described later. However, out of combat, how you (or the GM, if you prefer) narrate

this success depends on the task being performed – but whatever it is, you do it brilliantly!

**Legendary Success:** If you roll a natural 12 and spend a Hero Point, you can convert your Mighty Success into a Legendary Success. In combat, the results of a Legendary Success are described later. However, out of combat, how you (or the GM, if you prefer) narrate this success depends on the task being performed – but whatever it is, you do it brilliantly, and receive a bonus result, extra information, or some other added advantage that you weren't expecting.

## AUTOMATIC FAILURE

Rolling a “natural 2” (both dice coming up with a 1) on any Task Roll is an Automatic Failure. This means there is always a possibility that even the best characters will have a momentary lapse, or that some chance snatched away their success.

**Calamitous Failure:** If you roll a natural 2, you can choose to convert this Automatic Failure into a Calamitous Failure. A Calamitous Failure is described by the player but must put the Hero into a disadvantageous situation at least for the current and next round (if in combat), or for the immediate future in a scene that doesn't involve combat. In doing this, the player may be awarded a bonus Hero Point for use later during the adventure (which means you can exceed the usual limit of 5 Hero Points). The GM is the final arbiter on whether to award the bonus Hero Point or not.

## TASK ROLL MODIFIERS

The GM will then tell you if there is a modifier to your total. For easier tasks, you may get to add to your total. For tougher tasks, you may have to deduct from your total.

If the final number is 9 or higher, you succeed at what you are trying to do. If the final number is lower than 9, you fail.

The table on page 47 shows the various difficulty levels for tasks, the equivalent range for missile fire, and the modifier that should be applied to tasks of various difficulty levels.

There may be further modifiers applied based on other circumstances.

Task Difficulty	Modifier	Missile Fire Range
Easy	+1	Point Blank
Moderate	±0	Close
Hard	-1	Medium
Tough	-2	Long
Demanding	-4	Distant
Formidable	-6	Extreme
Heroic	-8	Utmost

**Task Roll Example 1:** Cruach the Mighty, a Braegalic Berserker with Strength 3, is attempting to break down a door, which he is sure blocks his way to a vast hoard of treasure.

The GM decides that Cruach has no careers that would be helpful to the task in hand and has already predetermined that the solid door will be a difficulty of Hard, or -1.

The player rolls 10 on 2d6, adds 3 for Cruach's Strength, making 13. He then subtracts 1 for the Hard difficulty, meaning that the overall total is 12, which is more than enough for the 9 needed. The door bursts open.

**Task Roll Example 2:** Assuming our Hero gets through the door, rather than finding hidden wealth, he finds a great pit.

Having smashed through the door, he finds he is hurtling towards the gaping hole. Attempting to leap the pit is an Agility Task Roll, and Cruach has a 1 in this attribute. Luckily the GM is in a good mood and decides that his natural Berserker instincts will come into play and allows the player to add Cruach's Berserker career rank of 2 to the dice roll.

The dice come up 6 and with the +3 gives a total of 9. With a Moderate task difficulty (modifier 0), Cruach is across the pit and heading for even greater adventure.

## THE MARGIN OF SUCCESS

Sometimes, how well a character made his roll might be important. For example, when questioning a thief, the GM might say that the higher the margin of success, the more information that might be gained. If the GM knows that will be the case, determine the difficulty of the Task Roll as normal, and then if the Hero's roll is successful, the Hero gains the requisite information.

If, however, the next level of difficulty would also have been a success, then more information (if available) is gained, if the next level would also have been successful, then even more is gained, etc.

**Margin of Success Example:** Angvi Bardsson is asking questions of a Stigrandi spy. Angvi can add +2 to his roll (Mind 1, Noble 1) and the GM says the difficulty is Moderate (±0). He rolls a 10 so, considering all the modifiers, his total is 12. Looking at the Task Difficulties table above, we can see that he still would have succeeded if the roll was Tough (-2), two steps up from Moderate (the difficulty for this roll), and therefore two extra snippets of information should be gleaned.

## TAKE A PLUS SIX

If the total Task Roll modifier is +6 or more, you have the option of simply accepting a normal success, so you are foregoing the chance of a Mighty/Legendary Success or a Calamitous Failure.

## GIVING IT EVERYTHING

If you don't like the result of the roll, you can give the task everything you've got, and for 2 points of Lifeblood damage, you get a second chance to make the roll. As this is "giving it everything", you can't do this twice in a row!

## AIDING AND HINDERING A ROLL

The GM decides how many people (usually up to 3) can assist the character that is making the roll. To help the acting character, an assistant must have a relevant career (not necessarily the same career being used by the acting player) at zero or higher. The GM can waive this requirement for straightforward tasks. Assisting can be a way in which non-combatants can help their allies in combat situations.

The assistant may simply provide the acting character with +1 on their roll. Alternatively, the assistant can make a roll themselves in order to potentially gain a better modifier to the agent's roll:

- Calamitous Failure provides a penalty dice to the acting character's roll.
- Failure means there is no modification to the acting character's roll.
- Success provides a bonus dice to the acting character's roll.
- Mighty Success provides a bonus die and a modifier, equal to the rank of the assistant's career, to the acting character's roll.
- Legendary Success provides two bonus dice and a modifier, equal to the rank of the assistant's career, to the acting character's roll.

**Assisted Roll Example 1:** Cruach gives Angvi Bardsson a leg-up to scale the stone wall in front of them. The GM says this provides a simple +1 to Angvi's Task Roll.

**Assisted Roll Example 2:** Gangli Deft-Handed has been poisoned by a trap while adventuring with Cruach. Cruach knows very little about plant-lore or the healing arts, so the bedridden Gangli gives Cruach detailed instructions on how to find and prepare herbs that will negate the poison coursing through his veins. Gangli's player decides to roll rather than give a straight bonus to Cruach's roll. Gangli's player rolls a Mighty Success, which then gives Cruach a bonus die and a +1 (Gangli's career rank in Physician is 1) on his roll.

If a character directly and obviously hinders the action, the hinderer doesn't need to use a relevant career. He can:

- Impose a -1 penalty to the acting character's roll
- Make a roll to potentially disrupt things even more (see below).

If the hinderer wishes to subtly hinder the acting character, he needs to have the relevant career and make a Task Roll (modified by the target's Mind):

- Calamitous Failure provides a +1 to the acting character's roll. Subtle hindrance becomes obvious
- Failure doesn't affect the acting character's roll. Subtle hindrance becomes obvious
- Success provides a penalty die to the acting character's roll
- Mighty Success provides a penalty die and a negative modifier equal to the hinderer's career to the acting character's roll
- Legendary Success provides two penalty dice and a negative modifier equal to the hinderer's career to the acting character's roll

## GROUP TASK ROLLS



The GM may decide that a situation requires a roll from all Heroes. This is typically used in situations where all Heroes are working together on a single task or within a single vessel, such as a ship.

The group of players selects a player to lead the task, whose Hero coordinates the group and conducts the final roll that will indicate ultimate success or failure. Individual group members assist in the group action as they see fit, making an appropriate roll.

If an individual group member:

- Succeeds: They give the group leader a bonus dice (two bonus dice for a Mighty Success, three bonus dice for a Legendary Success).
- Fails: They give the leader a penalty die (two penalty dice for a Calamitous Failure).

For his part, the group leader may decide to either:

- Conduct His Own Action: His result affects his final roll in the same way as for the assisting players.
- Supervise the Other Heroes: He can mitigate any adverse effects of the final roll by removing a number of penalty dice equal to his appropriate career.

The group leader then makes the deciding roll, taking into account any bonus or penalty dice accruing from their and his own individual rolls.

**Group Roll Example:** Angvi Bardsson (Sailor 1) is captain of a karve called the Frakka (Javelin). He and his trusty crew of 2 Heroes and 28 Rabble are preparing to be boarded by a Gamlegard snekkja, a slightly larger vessel with 40 Rabble crew members.

As the enemy ship nears, Cruach (Berserker 2) sizes up the enemy crew in order to form a battle plan in anticipation of the coming boarding action. He rolls a success (one bonus die) on his Mind + Berserker Task Roll.

The novice sailor, Dwalin (Sailor 0), mans the steerboard and attempts to maneuver the ship so that the Gamlegard reavers have a difficult time boarding the Frakka. (Dwalin's player rolls a failure and gains one penalty die).

Angvi knows he needs to keep everyone focused and chose to closely supervise the group. Angvi's career of Noble 1 allows him to ignore the single penalty die (from Dwalin's failed roll). Captain Angvi then makes a Naval Battle Priority Roll (see page 62) at the start of the naval combat. The penalty die has been removed, so there's now one bonus dice to include on Angvi's Naval Battle Priority Roll.

## OPPOSED ROLLS

In situations where one character is directly opposed to another, and the only outcome possible is that one of them can win, an opposed roll is made instead. This is where both sides make their rolls and victory goes to the side that rolled the highest success level (e.g. Success, Mighty Success or Legendary Success).

Either side can decide to perform their opposed task in a cautious or reckless manner:

- **Cautious:** Gain a penalty die for the roll, but win if the success levels of both rolls are equal
- **Reckless:** Gain a bonus die for the roll, but lose if the success levels of both rolls are equal

If no-one is being cautious or reckless, or if both sides have picked the same behavior, ties are decided by the highest total score after all modifiers have been resolved. If that's still equal, both sides reroll.

## SOCIAL INTERACTION

When players make a Task Roll to socially interact with an NPC (for whatever reason), they apply the modifiers shown here:

Starting Relationship	Modifier
Enemy:	See below
Hostile:	Penalty die
Cold	-1
Neutral	±0
Receptive	+1
Warm	Bonus die
Friend	See below

- **Enemy:** An enemy is not likely to be approachable enough to engage in any form of social interaction and will do whatever they can (within reason) to oppose the Hero. If the odds are in their favor, they may even attack the Hero!
- **Friend:** A friend will do anything for the Hero (within reason). If the friend gets into repeated, or serious, trouble due to a request from the Hero the friend may rethink their friendship.

The starting relationship of the NPC with regard to the party (although it may be different for individual Heroes) is determined by the GM, taking into account the local situation, how welcoming the local culture is (generally a port city will be friendlier than a struggling remote village), and whether the Heroes are part of that culture.

How that relationship is expressed will be determined by the relative social levels and power of the Heroes and the NPCs. For example, village peasants may be sworn enemies of the Heroes, but will dare not express it in anything stronger than passive aggression.

Heroes displeasing a powerful warlord may find themselves told to leave immediately or face the consequences for disobeying.

The attribute usually applied here will be Appeal, but it might also be Strength or Mind. How the Hero intends the attribute to be used will also affect how the GM describes the outcome. A career close to that of the NPC can also be added to the result (some careers such as Skald and Trader may apply under most circumstances). The modifier from the Starting Relationship Table will also apply, as well as any modifiers the GM imposes due to the circumstances.

---

$$\text{Social Roll} = 2d6 + \text{Attribute} + \text{Career} + \text{Modifiers}$$

---

**Success:** If the player is successful in the social interaction roll (the Task Roll result equals 9 or more), the social interaction level is maintained, and anything that the character was trying to gain from the interaction is successful. See *The Margin of Success* on page 47 – these may prompt the GM to provide extra information on issues that have affected the local population and will drive the story, e.g. a recent wedding, a bumper crop, a bandit raid, the lord's taxmen have just bled them dry, etc.

The GM will likely require a new scene or perhaps a longer period before another social roll can be made.

**Failure:** If the player fails the social interaction Task Roll, the Hero didn't get the result they wanted. Whatever the Hero gains is up to the GM (who can offer apparent success now, with the result of the failure becoming apparent later). The NPC's relationship shifts one category for the worse (i.e. from Neutral to Cold) as they tire of the Hero's words and behavior. If the result was a Calamitous Failure, the Hero also receives a penalty die to any further social interactions Task Rolls in that scene.

The player can ask for success at some cost. If the GM agrees, the starting relationship shifts two categories for the worse (or one for the worse if more than one NPC is present).

**Mighty Success:** If the Hero gains a Mighty Success (or higher), then the relationship shifts one category for the better (i.e. from Neutral to Warm), along with any other appropriate social interaction resulting from a Mighty or Legendary Success.

**Friends and Enemies:** For the Friend and Enemy starting relationships, a Legendary Success is required to change an Enemy to Hostile, and a Calamitous Failure is required to change a Friend to Warm. The GM may set the NPC relationship to the Heroes as necessary at any time, based on the actions of the Heroes.



## TYPES OF SOCIAL INTERACTION

Social interactions can be of several forms. The GM may have decided that some NPCs may respond positively or negatively to particular forms of interaction. If so, a Hero will gain a bonus die or penalty dice respectively if they use the appropriate form of interaction.

A Hero may attempt to gain insight into an NPC's likely responses by making a Mind + appropriate career Task Roll. Success will indicate one interaction type they like or dislike (two with a Mighty Success, three with a Legendary Success). If the Task Roll is unsuccessful, the Hero gains nothing. On a Calamitous Failure, the Hero gets the interaction type reversed. So, for example, she understands an NPC's hated interaction type to be one that they love. Uh-oh!

**Bargain:** Bargain entails offering or requesting something in exchange for something else. This could be both physical (treasure, items) and non-physical (favours, information) items. This type of interaction includes bribes and blackmail. Bargain typically uses Appeal or Mind plus an appropriate career and may include the Wealth rating option (see pages 43 and 44) if used. Attempted blackmail changes the relationship for the worse, regardless of the Task Roll's result.

**Charm:** Charm involves attempting to improve the attitude of the NPC towards the Hero and uses Appeal

or Mind plus an appropriate career. Normally a success maintains the NPC's attitude but, in this case, success will improve the NPC's relationship by one category. A failure will worsen the NPC's relationship by one category and gives a penalty die on the next interaction.

**Deceive:** Deceive uses lying and deception to mislead the NPC. This uses Mind or Appeal plus an appropriate career. Should the NPC find out that he's been deceived, it will likely lead to a worsened relationship with the Hero.

**Intimidate:** Intimidate uses threats and bullying to attempt to gain the required outcome. Rolls use Appeal or Strength plus an appropriate career. Items may be used and might confer (along with the environment/location) a bonus dice. Intimidation rolls always changes the relationship for the worse, regardless of the Task Roll's result.

**Persuade:** Persuasion uses reasoned arguments and appeals to the NPC's better nature to gain the required outcome and uses Appeal or Mind plus an appropriate career.

**Social Interaction Example 1:** Dermaid the Keen-Minded stops at a local village to ask for directions to a reclusive hermit who lives in the nearby woods. Normally the townsfolk would be Receptive on the Starting Relationship track but asking about this feared magician adds a penalty die to any social interaction Task Rolls with them. The GM considers this to be an attempt to Bargain for information. Dermaid has an Appeal rating of 0 and Scribe rank of 1 (which the GM agrees to be relevant to the situation). The player rolls a 1, 4, and 5, drops the 5 (due to the penalty die), and adds 0 for Appeal and 1 for Scribe to get a total of 6... a failure. The locals feign ignorance of the location, and their attitude towards Dermaid shifts to Neutral.

**Social Interaction Example 2:** The good-hearted but rough-spun Hero, Britta Blood-Axe, commands the Lady Regin (as part of a Persuade attempt) to stop mourning her slain handmaiden, get on her horse, and leave the area before more bandits appear. The Lady Regin is Neutral towards Britta, who has an Appeal of -1 and Warrior rank of 4. The GM decides that, because of the Britta's bluntness, a penalty die applies. The player rolls a 2, 4, and 6, ignores the 6 (due to the penalty die), and adds -1 for Appeal and 4 for Warrior for a total of 9. The Lady Regin, feeling lost, grudgingly sees the wisdom of the warrior's barked order and gets back on her horse.

## WILDERNESS SURVIVAL

When Heroes embark on a serious journey that may be lengthy or difficult, one Hero undertakes to lead them to their destination, making a Travel Roll to get to the destination without mishap. Failing the roll means that some unforeseen (or, at least, unwanted) event has occurred before the travelers reach their destination. The GM might require a series of Travel Rolls if the journey is exceptionally long or passes through many different environments.



## SURVIVAL ROLLS

Before making the Travel Roll (see below), all characters exposed to extremes of weather, heat, cold, etc., must make a Survival roll, which will be based on Mind or Strength and an applicable career.

---

$$\text{Survival Roll} = 2d6 + \text{Mind or Strength} + \text{Career} + \text{Modifiers}$$

---

**Success:** A result of 9 or better indicates that the environment does not negatively impact the character's health or ability to function.

**Failure:** Failure means that the character suffers from that exposure with a temporary Flaw, which can be removed once the character arrives at an occupied settlement or outpost.

**Survival Roll Example:** Britta has been caught in a snowstorm while traversing a mountain pass. If she is not careful, she will begin to suffer from exposure. She has Strength 3, Hunter 0, and rolls 2 and 3, plus 3 for Strength 1, plus 0 for Hunter for a total of 8... not enough! She starts to shiver and will take a penalty die on all rolls until she gets to somewhere warm and welcoming.

## TRAVEL ROLLS

The GM determines the number of rolls that need to be made, and if any negative modifiers apply based on the difficulty of travel. One character makes the travel Task Roll based on his Mind and an applicable career.

---

$$\text{Travel Roll} = 2d6 + \text{Mind} + \text{Career} + \text{Modifiers}$$

---

**Success:** A result of 9 or better indicates that problems are spotted or anticipated in advance and avoided. On a failed roll, circumstances are worse than imagined and something unforeseen occurs. Roll on the Incident table below.

**Travel Roll Example:** Captain Angvi Bardsson sails his ship deep into Niflmarr, the ever-churning Sea of Mists, in search of the Mistgates. He has Mind 1 and Sailor 1 (which the GM deems applicable), but this is to be a Formidable (-6) task. His player rolls 3 and 4, plus 1 for Mind, plus 1 for Sailor for a total of 9. However, with the -6 Task Roll modifier, this results in a 3, so the Captain has not reached his destination without incident. Is that mist-shrouded island in the distance a safe place to land or could it be the dreaded Kraken?

## TRAVEL INCIDENTS

If stuck for ideas as to the nature of the incident, roll 2d6 and consult the Incident Table below. When traveling through a densely populated area, include a bonus die. When traveling through wasteland, include a penalty die.

Don't forget to use any other rules relating to new locations, such as the Hunted Flaw (page 37).

Roll	Incident
2	Supernatural encounter or phenomena.
3	Natural disaster, likely in the location.
4	Threatened by local predators!
5	Pirates, bandits, or even a military patrol.
6	Transportation problem.
7	False alarm! (or was it...?)
8	The captain of a patrol vessel wants to speak with you.
9	Thieves pickpocket or ambush you.
10	Caught up in a popular uprising!
11	Cultists attack!
12	Caught up in a full-blown war!

## USING HERO POINTS

You can use Hero Points to affect the outcome of a battle or situation and swing the odds to your favor. The following options are available to you:

- A Twist of Fate
- Beginner's Luck
- Defy Death
- Foresight
- Legendary Success
- Luck of the Gods
- Mighty Success
- Shake Off Wounds
- Splintered Shield, Shattered Sword
- With My Last Breath

### A TWIST OF FATE

Where the narrative of a scene has not clearly defined a certain piece of information, the player might suggest something that sounds reasonable and make that suggestion become fact. Use of a Hero Point in this manner should be at the discretion of the GM. It shouldn't be to make major changes in a scene, and can't be used to change something that has already been determined.

**Examples:** A character locked in a dungeon cell could use a Hero Point to find a loose stone in the wall that she can pry away, maybe to use to bash the guard over the head when he comes in to serve her slop.

A Magician could use a Hero Point to account for one of his spell requirements in this way – for example, if the time of day has not already been established, he could state “Ah, the hour is perfect for my conjuration!”

Decide with the GM any situational advantage that your GM can be convinced to allow through A Twist of Fate.

### BEGINNER'S LUCK

Spend a Hero Point to attempt a career-based roll that would normally require an appropriate career, so you can now attempt the task with an assumed career rank of 0.

### DEFY DEATH

Hero Points can always be used to keep a Hero alive where he would otherwise be killed. If you have taken enough damage to put you at -1 to -5 Lifeblood, you may spend a point to put your Lifeblood to zero: alive but unconscious.

If you have received enough damage to put you below -5 Lifeblood, you may spend a Hero Point to stabilize your wounds at -5 Lifeblood. You are still unconscious but will recover with several days' rest.

### FORESIGHT

A player can spend a Hero Point on this option after making a roll, in order to ignore the result of the roll – the Hero foresaw what the outcome would be and avoided performing the action in the first place. Note that this constitutes the Hero's action for the combat round.

### LEGENDARY SUCCESS

If you roll a natural 12 and achieve a Mighty Success (see page 46) you may spend a Hero Point to raise that result into a Legendary Success. You may do this even if you spent a Hero Point to re-roll the dice (so long as you got natural 12 on the second roll).

You cannot have a Legendary Success unless you roll natural 12 on the dice – so you cannot bump up a normal success into a Mighty Success and then spend another Hero Point to make it a Legendary Success.

How you (or the GM, if you prefer) narrate this success depends on the task being performed – but whatever it is, you do it stunningly, and receive a bonus result, extra information, or some other added advantage that you weren't expecting.

**Legendary Advantage:** You have achieved something that confers a lasting advantage. You and your allies have a bonus die on all rolls involving this advantage.

**Choose Two Different Mighty Success Options:** A Legendary Success gives the option to choose any two of the options of a Mighty Success (see below). So, for example, when fighting Rabble, you can choose Rabble Slayer and add Bloody Slash/Crushing Blow to slay even more Rabble. You can choose the same option twice, if you wish.

### LUCK OF THE GODS

You can spend a point to roll the dice again whenever you make a Task Roll (even if you roll a 2, which would otherwise be an automatic failure).

- If you do this, you must use the result of your second roll.
- If your roll includes one or more bonus dice, you use all dice the second time as well.

### MIGHTY SUCCESS

Whenever a player succeeds with a Task Roll (or rolls a natural 12), in combat or otherwise, he can raise the

ordinary success into a Mighty Success by expending a Hero Point. The result of a Mighty Success depends on what exactly the character is doing, but the Hero succeeds spectacularly.

In combat, a Mighty Success gives the following options (from which you select one result):

**Bloody Slash/Crushing Blow:** You add +6 to the damage caused.

**Carnage:** You may make another attack immediately following this one. It can be against the same or a different opponent. No further Hero Points can be spent on this second attack, though.

**Disarm:** If your opponent is wielding a weapon, you can disarm your opponent, in addition to causing damage.

**Grapple:** If in melee, instead of causing damage, you can restrain your opponent (see Grapple on page 56).

**Knockback:** In addition to causing damage, your attack knocks back any opponent that is less than or equal to your size – or up to one size larger. They are thrown back several paces (not good if near a cliff edge!).

**Mighty Advantage:** You have achieved something that gives you a temporary advantage. Gain a bonus die on your next roll involving this advantage.

**Precision Strike:** You can hit your enemy in a specific location with the intention of maiming them and affecting their capabilities. You cause damage as normal, but Precision Strike also allows you to give your opponent a penalty die to specific Task Rolls – mostly you'd want to affect their Attack Rolls, but this isn't necessary – a slash above the eye would apply a penalty die to any Task Roll that involves your opponent's vision, for example (which may or may not include Attack Rolls).

Other options would be to specify a strike point to chop off a tentacle or stinger, or slice open a section of thick hide to create a weak point (reducing the creature's Protection rating by 1). Some effects will need to be worked out with the GM at the time but should be like the above examples.

**Rabble Slayer:** If fighting Rabble, the damage result becomes the number of opponents taken out of the fight. They aren't necessarily dead, but they are certainly not coming back any time soon.

**Sunder:** You can choose to damage either your opponent's weapon, armor, helmet, or shield, in addition to causing damage. Sundering a weapon

reduces its damage die type by one (from d6H to d6, or from d6 to d6L). A weapon reduced below a d3 damage die type is destroyed.

Sundering armor reduces the Protection or Defense bonus of their armor, helmet, or shield by 1 point. If the Protection or Defense bonus is reduced to 0, that piece of protective gear is destroyed.

**Trip:** You can trip any opponent that is less than or equal to your size – or up to one size larger – sending them sprawling to the ground, in addition to causing damage. If attacked whilst regaining their feet, they take a penalty die on their next action.

## SHAKE OFF WOUNDS

When a Hero has just suffered damage, he can take a momentary pause (using his next action) to shake off some of the effects of that wound. In other words, somehow the wound wasn't quite as bad as it first seemed. Roll a d6 – this is the number of Lifeblood he gets back (but he cannot exceed the Lifeblood damage he just took).

## SPLINTERED SHIELD, SHATTERED SWORD

If you are carrying a shield, you can absorb all damage caused by a single blow. Alternatively, you can block the blow with your weapon (not just a sword) – your shield or weapon is destroyed in the process.

## WITH MY LAST BREATH

Despite having taken damage equal to or exceeding your Lifeblood, spend a Hero Point to stay conscious and able to act until the end of the combat or you die. If you are reduced to 0 or fewer Lifeblood you will continue to lose 1 Lifeblood each combat round until the injury is stabilized or you drop dead! At the end of the combat, your damage dictates what happens next, and your condition may well need to be stabilized.

## REGAINING HERO POINTS

Any used Hero Points are recovered, in full, at the end of an adventure.

If you had 5 Hero Points to start the adventure and used 3 of them during the adventure, you start your next adventure with 5 points. If you only had 3 to begin with, you have 3 at the start of the next adventure.

You cannot go above your starting allocation of Hero Points, except when you receive a bonus Hero Point from a Calamitous Failure.

## COMBAT PRIORITY

Combat is dealt with in rounds of a few seconds or so in length. In that time a character can fire a bow, strike or parry with a weapon, throw an axe, etc.

At the start of combat, combatants roll to discover the order in which Heroes and NPCs act in all Combat Rounds of the current combat situation.

---

*Priority Roll = 2d6 + Mind + Initiative + Modifiers*

---

Combatants act in Priority order, from the highest result to the lowest.

If several combatants get the same result, they can decide who goes first, or go in order of highest Agility. If Agility is even, then their actions are effectively simultaneous.

If there is time for a short rest during combat, a new set of Priority Rolls will need to be made.

### PRIORITY ROLL MODIFIERS

- If you are ambushed or caught by surprise, make your Priority Roll with a penalty die.
- If you have a career that the GM agrees is appropriate to the situation, you can receive a bonus based on your rank in that career.

### PRIORITY ROLL EXCEPTIONS

**Legendary Success:** Combatants with a Legendary Success act before everyone else and get to add +1 to either their Attack Roll or Defense for the entire encounter. If several combatants have Legendary Successes, they act in order of the highest Priority roll results. If those results are tied, they act in order of Agility. If Agility scores are also even, then their actions are effectively simultaneous.

**Mighty Success:** Combatants with a Mighty Success act before everyone else (except those with Legendary Successes). If several combatants have Mighty Successes, they act in order of the highest Priority roll results. If those results are tied, they act in order of Agility. If Agility is even, then their actions are effectively simultaneous.

**Calamitous Failure:** You go last in the entire combat, and are unable to use your shield to add to your Defense until you act.

## DELAYING ACTIONS

When it comes to your turn to act, you can choose to delay your action. This means that your character is keeping an eye on the situation and waiting until an opportunity presents itself. If you do this, you can interrupt anyone else's action to take your character's action by using a Hero Point.

Otherwise you just take your action at the very end of the round, or lose that Combat Round's action altogether.

## MOVEMENT AND DISTANCE

During a raging battle, the scenery and locality can be very important. As a game of The Fjarrstrand Sagas doesn't need to use minis and a battle mat, it remains for the GM and the players to picture the scene in their heads. The scene can initially be described in broad strokes, but as the fight goes on, smaller details might need to be established in greater detail. This is where a common-sense approach is needed, both by the players and the GM.

Generally, the GM should say yes to most reasonable questions unless there is a specific reason (possibly unknown to the players!) why he shouldn't. Where it's a greyer area, a GM might require the PC to spend a Hero Point to make sure that what he wants is in the area where the combat is taking place.

**Example:** If a fight is taking place in a dank underground cave that is ill-lit by guttering torches, it would be reasonable for a player to suggest there might be some dark-shadowed corner he could lurk in to ambush an unwary guard. Or, in a forest, it might be reasonable for a player to suggest there are long-hanging branches of the trees that he can climb up or use to swing onto the back of the giant that is attacking them.

### ADJUDICATING COMBAT MOVEMENT

Combat and movement is handled in an abstract way. Much relies on the GM in setting the scene, the players interpreting that and, within reason, describing their own character's moves and actions.

You can make an Agility-based Task Roll if it becomes important to see who gets somewhere first or if someone can escape a character chasing him. A career might help – for example if a chase occurs in the forest, the Hunter or Beastmaster careers might be appropriate.

## WALKING, RUNNING, AND SPRINTING

If you really do want to use figures and a tactical board, you can assume that a character can move 25' per round modified by 5' per point of Agility.

A running character moves at twice this speed. A sprinting character moves at four-times-normal speed (twice running speed).

## RESOLVING ATTACKS

Combat resolution is similar to other task resolution rolls. Rather than adding career ranks to the Task Roll, your character adds the applicable combat ability when resolving attacks.

The Task Roll (called an Attack Roll) required is still 9 or more, but this time in addition to any GM-determined modifiers (which could be due to range for thrown or fired weapons, or for hitting an enemy from an advantageous position and so on), the opponent's Defense rating also becomes a modifier to the roll needed to hit.

---

$$\text{Attack Roll} = 2D6 + \text{Agility}^* + \text{Melee (or Ranged)} \\ - \text{target's Defense} + \text{modifiers}$$

---

\*Strength at the GM's discretion (e.g. when brawling)

**Example 1:** Cruach (Agility 1, Melee 2) snatches up a sword and swings at a bunch of approaching mercenaries (Rabble). He rolls an 11, +1 Agility, +2 Melee = 14, more than enough to gain a Success.

**Example 2:** Cruach regains his Trademark Weapon (Fomorian Blade) and charges the mercenary captain (a Villain, Defense 1). He rolls a bonus die for his Trademark Weapon, and gets a 1,2,5. He keeps the 2 and 5 to get 7. He then adds his +1 Agility, +2 Melee, -1 enemy Defense = 9, enough to strike the captain.

## CAREERS AND COMBAT

Combat-oriented careers (Warrior, Champion, Sailor, Mercenary etc.) provide many skills, abilities, contacts and experiences that add to various tasks fighting men might carry out. However, as a rule, they do not add to your combat abilities. Having a high rank in Warrior does not make you a better fighter – it makes you a better tactician, gives you contacts and knowledge, and improves your understanding of the general lot of the warrior.

However, there will be some occasions where being a fighter (or, indeed some other careers, like

Tumbler, Sailor, or Thief) could give you a slight combat edge. In rare circumstances, the GM could allow a career to provide an additional bonus, based on your career rank, in the form of an added bonus to your Attack Roll, or to the damage you do if you hit (never both).

For example, Assassins may be allowed an additional bonus when striking unaware enemies, or Champions may be allowed to make special maneuvers to give them a slight edge over an opponent in single combat. Such a maneuver would most definitely not work twice on the same opponent.

You would need to describe to the GM how this maneuver would work and the effect you believe it should have. Some experienced NPCs will have seen all this before, of course, and won't be taken in. See the careers in Chapter 2 for more information.



## COMBAT OPTIONS

Combat is quick and brutal in The Fjarrstrand Sagas – allowing the following options can slow combat down. Therefore, it is up to the GM to allow some, all, or none of them in his game. Alternatively, the GM may say that these combat options are available only to characters with at least one fighting career.

**Aiming:** Spend a combat round aiming at an opponent. This provides a bonus die on your ranged attack roll.

**All-Out Attack:** You may adopt a reckless approach – this means that you cannot use your shield or offhand parrying weapon at all, and you receive a -2 Defense against all attacks aimed at you. However, you do receive a +2 bonus to your Attack Roll.

**Bypass Armor:** You are aiming for a weak or unarmored area of your opponent. Just take the armor's Protection rating as an additional negative modifier to the Attack Roll (-1 for light armor, -2 for medium and -3 for heavy). It is up to the GM whether this rule is extended to bypassing the natural armor of creatures.

**Defensive Stance:** You can choose to adopt a wary approach, readying yourself to block or evade a blow. Taking a defensive stance gives you +1 to your Defense but -1 to your Attack Roll.

**Disarm:** You can disarm your opponent (if armed), rather than cause damage.

**Dive for Cover:** As a reaction to a ranged attack, a character may dive behind cover, suffering a penalty die on their next action as a result. All incoming ranged attacks (including that first attack) on that character suffer a penalty die until the end of the character's next action.

**Exertion:** When you exert yourself, gain a bonus die for your next attack but take 2 Lifeblood's worth fatigue damage. This can stack with your combat stance choice (see above).

**Full Defense:** You can dodge, block, parry or otherwise act completely defensively in the round. If you do this, you don't get to attack in the round, but instead get +2 to your effective Defense for all attacks directed at you, on top of anything you get for a shield or off-hand parrying weapon.

**Grapple:** To restrain someone, a character must succeed with a normal attack and make use of one of the following options:

- Use the Grapple option for a Mighty Success
- Use the Grappler Boon after a successful attack
- Use a weapon with the Grab property.

When a character is restrained by another character, creature or object, he can only either:

- Remain restrained until the restrainer releases him.
- Attempt to break free.

The restraining character or creature may either maintain the restraint or release the victim.

If restrained by a character or creature, then either the restrainer or the restrained can make an opposed struggle roll on their turn (the restrainer need not make a roll to maintain the restraint). Either Agility or Strength can be used by either side on this roll.

If the restrainer wins the opposed struggle roll, he can:

- Attempt to crush or choke the victim, doing brawling damage (page 57) or improvised weapon damage (page 58) on success.
- Make the victim drop a held item (e.g. their weapon).

If the restrained combatant wins the opposed struggle roll, he can:

- Escape the restraint.
- Become the restrainer.

If restrained by an object, then a normal roll is made to escape, modified by a difficulty assigned to the object causing the restraint.

**Knockback:** You can knock down any opponent that is less than or equal to your size – or up to one size larger. They are thrown back several paces (not good if near a cliff edge!).

**Offensive Stance:** You can choose to pay less attention to attacks against you in to ensure that you hit your target. This gives you +1 to your Attack Roll, but -1 to your Defense.

**Mounted Combat:** Riders cannot use two-handed melee weapons. When a rider attempts a mounted charge attack:

- Against foot soldiers in the open, the rider gains a bonus die to his attack and damage rolls.
- Against foot soldiers with Readied polearm or spear (see pages 40 and 41), the rider must halt their charge and make a melee attack. If the rider continues his charge, his charge attack

takes place after all Readied weapon attacks against him are resolved (see below).

If the target of the attack:

- Doesn't have a Readied polearm or spear, the rider may make a charge attack and use any remaining movement to, hopefully, ride past out of melee range and avoid any return blow.
- Has a Readied polearm or spear attack, they may attack the rider before the rider's charge attack. If they have another, Readied, melee weapon (such as a sword or axe), they may attack the rider as he passed them.

When a rider is struck by an:

- Odd-numbered damage roll, the mount takes the damage.
- Even-numbered damage roll, the rider takes the damage. Heroes and rivals can use the Splintered Shield, Shattered Sword Hero Point option (page 53) to let the mount take the full damage from a single blow.

**Sunder:** You can choose to damage either your opponent's weapon, armor, helmet, or shield, rather than cause any damage. Sundering a weapon reduces its damage die type by one (from d6H to d6, or from d6 to d6L). A weapon reduced below a d3 damage die type is destroyed.

Sundering armor reduces the Protection or Defense bonus of their armor, helmet, or shield by 1 point. If the Protection or Defense bonus is reduced to 0, that piece of protective gear is destroyed.

**Trip:** You can trip any opponent that is less than or equal to your size – or up to one size larger – sending them sprawling to the ground. If attacked whilst regaining their feet, they take a penalty die on their next action.

**Two-Weapon Fighting:** You can only use light or medium weapons. Generally, you will attack with one and block with the other, or attack with both. In the first instance, you can treat the parrying weapon like a small shield (+1 to Defense), but you take a -1 penalty to your Attack Roll. If attacking with both, your Attack Roll is at -1, but you raise your weapon damage by one type: From 1d6L to 1d6 for a light weapon or 1d6 to 1d6H for a medium weapon. In other words, using two weapons increases your chance of causing more damage – you don't roll to attack with each weapon individually. If attacking two separate targets, attack each at -2 to both attack rolls.

## RANGED ATTACKS

Weapon ranges are given in the weapon descriptions in Chapter 2 and are base ranges at point blank range. Each additional range increment is one difficulty level harder on the table below.

**Example 1:** A thrown dagger has a range increment of 10'. Up to 10' would be point blank, up to 20' would be close range, and so on.

**Example #2:** Cruach (Agility 1, Ranged 0) hefts a spear and hurls it towards a mountain lion (Defense 1) 45' away. A spear has a range increment of 20', so this is the third range increment, which is Medium range, and so gives a -1 modifier to the Attack Roll. He rolls an 11, +1 Agility, +0 Ranged, -1 Medium range, -1 target Defense = 9, and the spear just hits its target.

Range	Modifier to roll
Point Blank	+1
Close	0
Medium	-1
Long	-2
Distant	-4
Extreme	-6
Utmost	-8

## RESOLVING DAMAGE

When you hit your target, you need to know how badly you hurt it. To do this, you need to roll one or two dice, depending on the weapon being used. Damage is scored directly against the Lifeblood of your opponent after deductions for any armor.

Weapon	Damage	Ability Bonus
Brawling	d3	½ Strength
Finesse	varies	Agility
Improvised	d3	Strength
Light (melee)	d6L	Strength
Light (ranged)	d6L	½ Agility
Medium (melee)	d6	Strength
Medium (ranged)	d6	½ Agility
Large (melee)	d6H	Strength
Large (ranged)	d6H	½ Agility

**Brawling:** Fighting without a weapon; brawlers used their fists, feet, head, knees, and elbows to wound their opponent.

If you are brawling, roll a d3 and add half Strength (rounded down). Brawling damage can be fully recovered from after 15 minutes' rest.

**Improvised Weapons:** Improvised weapons include chair legs, goblets, troll thighbones, brass knuckles, etc. If using an improvised weapon, roll a d3 and add your Strength to the damage.

**Light Weapons:** Light weapons include daggers, cudgels, darts, javelins, and slings. These are small and – in some cases – easily concealable weapons. Damage tends to be lighter, but in skilled hands these weapons can still be very deadly.

If using one of the above (or a similar weapon), roll a d6 and a penalty die, with the lowest die as your damage result. This is written as d6L. Add Strength if a melee weapon, Agility if a finesse melee weapon, or half Agility (rounded down) if a ranged weapon.

**Medium Weapons:** Medium weapons include swords, quarterstaves, flails, maces, morningstars, clubs, axes, spears, bows, and crossbows. These are the commonest weapons – carried by fighting men, they are intended to display the fact that you are armed and dangerous.

If using one of the above (or a similar weapon), roll a d6 for damage. Add Strength if a melee weapon, Agility if a finesse melee weapon, or half Agility (rounded down) if a ranged weapon.

**Large Weapons:** This category of weapons includes great swords, great flails, great axes, great bows, pole arms, and arbalests. These are serious weapons, much more likely to cause significant harm. Characters with Strength below 0 are unable to wield these weapons at all.

If using one of the above (or a similar weapon), roll a d6 and a bonus d6 and use the highest die for damage. This is written as d6H. Add Strength if a melee weapon, or half Agility (rounded down) if a ranged weapon.

**Example 1:** Cruach slashes a thief (Rabble) with a knife (d6L) and rolls a 1 and a 5. He has to keep the lower value, 1, but now gets to add his Strength of 3 for a total of 4 damage. This is enough to slay the thief.

**Example 2:** Cruach is wearing medium armor (2) in battle and gets hit by a warrior (Tough, Strength 1) with a pole arm – a large weapon (d6H). The GM rolls 2 and 5, keeps the higher 5 damage, then adds +1 for the warrior's Strength = 6 damage. Cruach's armor provides 2 points of damage reduction, so Cruach loses  $6 - 2 = 4$  Lifeblood.

## MASS COMBAT

Fjarrstrand is a dangerous land that is in a near constant state of warfare. Minor nobles often settle their petty disputes by raising troops made up of levy troops, household warriors, and mercenaries to attack their neighbors.

Some nobles have even grander ambitions, and raise armies large enough to challenge their kings. Gamlegard raiding parties frequently sack unprepared coastal towns and villages. Bandits attack and rob caravans and other travelers on the roads, which are often well guarded, leading to fierce and bloody pitched battles. The isolationist Fraevolk tend to settle their disputes through guerrilla warfare.

Most of the cultural groups of Fjarrstrand have fought terrible wars with one another, and tensions still exist to this day. Sometimes an Austrmen king will rise to the challenge of uniting his households in order to further the reach of his people. Thus far, however, all have failed to unite all of Fjarrstrand under Austrmen rule, and all attempts to do so have been long, costly, and very bloody.

When war is the backdrop of a campaign setting, it may be inevitable that Heroes find themselves on the battlefield – where they not only take part, they turn the tide!

## RATE OF MARCH

Many factors come into play when getting your army from one place to another – the quality of the road (if there are roads), the nature of the terrain, the size, composition and condition of your force, the weather, and so on.

The average rate of march for trained infantry under favorable weather conditions is  $2\frac{1}{2}$  miles per hour over roads, and 1 mile per hour cross country. As soon as mountains, baggage trains and followers are brought into the equation, the rate can go down drastically.

A normal foot march for a large army with its supplies can cover about 12–15 miles in a day. More than 20 miles in a day is a forced march, and there is a limit to how many days this sort of pace can be maintained.

Smaller forces, especially those on mounts, can move much more quickly, perhaps doubling this rate of movement – even more for short periods.

## THE COMPOSITION OF ARMIES

Warfare in Fjarrstrand is conducted primarily with peasants and farmers drafted from their fields, formed into massed infantry, and armed quickly and cheaply with spears or bows. Most are unarmored but some might have simple wooden shields and padded armor.

**Infantry:** Professional infantry are armored and armed with a range of weaponry. They are divided by type based on how heavily armored they are – that is, light, medium, and heavy infantry. Many of these professionals will be mercenaries, but others will be the household troops from the various jarls, clan chieftains, and other noble lords who hold these lands.

The Fraevolk are noted for their skilled archers, who are trained from an early age to use the bow. Austrmen tend to have better armed and armored infantry than the other groups, while both Brjotaband and Gamlegard warriors are renowned for their high morale and ferocity in battle.

**Mounted:** Cavalry will be of various types too, and all cavalry will be professional warriors. The Brjotaband use light horses to conduct skirmishes, preferring to ride into bow or javelin range, get off a shot or two, and ride away. The Fraevolk and Gamlegard rarely employ cavalry, except as scouts and, even more rarely, as skirmishers. Light warhorses are often sure-footed fjord horses or stout ponies.

Heavy warhorses, bred from chargers, draft horses, and shire horses, are employed by Austrmen as shock troops designed to crash into enemy lines and create carnage – they ride into battle, so both mount and rider are deadly combatants.

Chariots are employed by Brjotaband troops, pulled by light or heavy horses – and can be used either to transport troops rapidly into battle, as mobile archery platforms, or as powerful, armored shock weapons.

## SORCERY ON THE BATTLEFIELD

It is an unwritten rule that sorcery is not used on the battlefield, for the use of magic is regarded with suspicion or outright fear. Most sorcery is of limited battlefield use in any event.

Since simple sorcery (spells of the First Magnitude) merely replicates things that are possible for a man to do if he has the right tools, it is far easier to arm a man and let him go and get himself killed for you than to get a Magician to do basically the same thing.

In any event, most Magicians and Priests have little interest in committing themselves to the battlefield – there is little to be gained and a great deal to be lost.

Nevertheless, there will be the odd occasion where a Magician or Priest will feel that his own desires (or that of the gods) may be achieved by aligning himself with one side or another in a war.

To have any practical effect on the battle, the character must have ranks in the Magician or Priest career and be capable of casting spells of at least the Second Magnitude. At this level, mighty beasts can be summoned to tear into enemy formations, troops can be brought back to fight on even in death, and enemy units can be made to turn on each other.

At the Third Magnitude, the battle can be virtually decided by sorcery – an earthquake can open up the ground beneath the opposing army, or an unstoppable dragon can be summoned.

Nearly all sorcery for use on the battlefield requires some sort of time component – it might be casting time, some sort of ritual sacrifice, awaiting a certain condition (the phase of the moon?) or delivery to the Magician by his minions of certain rare ingredients or an item of power.

Where it is known that an opposing force has a Magician or Priest in its ranks, a commander might engage a Magician or Priest simply to counter the enemy's magic. More likely, the commander will send a group of Heroes to deal with the threat of the enemy Magician. This is covered under the rules for Heroic Actions.

## BATTLEFIELD ROUNDS

Unlike hand-to-hand combat, a round of battlefield combat lasts much longer than a few seconds. Depending on the scale of the engagement, a Battlefield Round could represent an hour between small armies, a day in large pitched battles, or even a month during a siege. Much more “game time” passes during a Battlefield Round, while still resolving a battle in the same amount of playing time.

Every Battlefield Round one of the Heroes makes a roll for their side's army to see how close they are to victory. Between Battlefield Rounds, the GM may permit Heroic Actions – these allow the individual Heroes a chance to sway the outcome of the battle.

## ARMY RATING

Each side in a battle is given an Army Rating comparing their strengths to the enemy army. If one side is weaker in one aspect, write nothing.

Instead of reflecting this as a penalty to one side, this is reflected as a bonus to the other. Thus, if the Heroes' army is outnumbered three to one, it doesn't affect their army rating, but gives the enemy army a +4 bonus to theirs.

Essentially, if one army has a bonus in a category, the other army will have nothing in that category. If both sides are evenly matched, both would have a +0 to that category. The exception is the Commander category, which simply uses the army leader's rank in the Warrior career as a bonus.

Note that the Heroes will normally have only a very limited idea of the strengths and weaknesses of either army.

#### Army Training Modifier

- |                     |    |
|---------------------|----|
| • Moderately better | +1 |
| • Much better       | +2 |

#### Army Size

- |                     |    |
|---------------------|----|
| • Moderately larger | +1 |
| • Much larger       | +2 |
| • Overwhelming      | +4 |

#### Battlefield

- |                      |    |
|----------------------|----|
| • Good position      | +1 |
| • Excellent position | +2 |
| • Overwhelming       | +4 |

#### Supplies/Equipment

- |                                 |    |
|---------------------------------|----|
| • Better supplied/equipped      | +1 |
| • Much better supplied/equipped | +2 |

#### Spell Use

- |                                     |    |
|-------------------------------------|----|
| • If spell of Second Magnitude cast | +2 |
| • If spell of Third Magnitude cast  | +4 |

#### Commander

- Add the commander's Warrior career rank as a bonus

**Example:** The fortress of Dunaval is besieged by an Austrmen army under the command of Jarl Magni Gap-tooth. The Austrmen army is moderately better trained because they've been preparing for this surprise attack (+1) and are overwhelmingly larger (+4).

However, the Brjotaband defenders have an overwhelmingly advantageous position, being in a coastal, cliff-side fortress that can only be attacked from one side (+4 to their Army Rating).

Neither side has advantage of supplies or equipment. Both sides have very competent Commanders (+2 to each). This leaves the Austrmen army with an Army Rating of 7 and the Brjotaband defenders with a 6, giving the attacking army a +1 to its rolls.

The attackers may succeed in their bold bid, but Dylan Mab Oisín of Dunaval isn't stupid – he's sent tribute to Jarl Ivar Yngvarsson of the Gamlegard, who is now sending four longships with full crews to the aid of the young lord.

If the flanking maneuver of the Gamlegard is successful, they can negate some of the attacker's numerical advantage. However, the actions of a small group of Heroes may be able to hasten the Austrmen victory before that happens...

## RESOLVING A BATTLEFIELD COMBAT

Winning and losing a battle is tracked using abstract Victory Points. Each side begins a battle with zero Victory Points.

As time passes, keep a running total of how many Victory Points the Heroes' side has. If the number is positive, it means the Heroes' side is winning the battle. If the number is negative, they are losing.

- Heroes do not take damage with each Battlefield Round. Instead, anything that happens to the Heroes is a result of Heroic Actions (see below).
- If the Heroes' side gets 10 Victory Points, they have won the battle and the enemy retreats or surrenders.
- If the Heroes' side reaches -10 Victory Points, their side has lost the battle (unless some Heroic Action saves them), and their army retreats or surrenders. Once a result of -10 Victory Points is obtained, allow the heroes to resolve one final Heroic Action, which could possibly give their side a glimmer of hope.
- Regardless of who wins or loses, the Heroes survive the battle.

**The Battle Roll:** Each Battlefield Round, one of the Heroes makes a Task Roll (called a Battle Roll) for their side in the battle. The Battle Roll is 2d6 plus their Army Rating minus their opponent's Army Rating.

Take the result and subtract 7, keeping a negative result if necessary. This is how many Victory Points their side achieves this Battlefield Round, and is added to their running total of Victory Points. Repeat this Battle Roll each round until the Heroes' army reaches +10 or -10 Victory Points, and the battle ends.

## HEROIC ACTIONS

While battlefield combat is run in Battlefield Rounds (which could take an hour, a day, or even a month

during a siege), Heroic Actions are resolved using the regular combat rounds. While Battle Rolls determine the outcome of the battle as a whole, Heroic Actions determine what happens to the Heroes directly.

Even though they are just a part of the battle, Heroes have a way of being able to turn the tide, and their actions can even add Victory Points to their own side in a conflict.

Which Heroic Actions come up for the Heroes depends on the situation. It can be a matter of being at the right place at the right time, or it can be a mission assigned by their army's commander. Alternatively, the Heroes may volunteer - or go off on their own - to perform their own mission. Missions that take longer are better suited for sieges and pitched battles, while shorter missions make more sense in a skirmish or smaller battle.

**Bring Reinforcements:** This will usually be resolved by a chase with the Heroes trying to get away from the battle, or having to fight their way through to get reinforcements to the battle. Once this has been achieved, the GM will reassess the compared size of the two armies. Reinforcements can really turn the tide, as they will affect how many Victory Points each side achieves per turn. Similarly, the Heroes may undertake a mission to bring supplies to a garrison under siege, etc.

**Capture VIP:** There is someone in the enemy army that the high command wants captured alive for their information. This would be an extremely difficult mission involving stealth and espionage, but worth +2 or +3 Victory Points on success.

**Deliver Message:** There is vital information that the Heroes must get into the hands of a commander on their side. This will likely involve a chase scene and stealth, perhaps running a gauntlet of enemy fire. Success grants the Heroes' army +2 Victory Points.

**Destroy:** There is something on the battlefield that must be destroyed, and the Heroes undertake the mission - which may be an adventure in itself. This could be blowing a breach in the enemy fortress, destroying a bridge, or perhaps destroying enemy siege weapons. This will usually involve a career Task Roll for some Hero with some engineering expertise, will likely involve stealth, and may involve personal combat to infiltrate the area and stay long enough to finish the job (and get out alive). Gain +2 Victory Points on successful completion.

**Hold Position:** The Heroes must keep a key position out of enemy hands. This could be the top of a hill, a bridge, a breach in the wall, etc. If the Heroes can hold the area for three Combat Rounds, their army gets +1 Victory Point. They may hold this position between multiple battlefield combat rounds, gaining +1 Victory Point each time. Instead of defending a position, the Heroes may instead be charged with defending one of their army's own VIPs.

**Inspire:** On the battlefield, the Heroes have an opportunity to greatly affect morale for their side. If they are losing the battle, perhaps they rally the troops. If they are winning, perhaps they lead the charge that decides the day. This would require a Task Roll using Appeal + career, probably followed by a couple of rounds of combat. Success means the Heroes' army gets a bonus die to its next Battle Roll.

**Kill VIP:** There is a very important person in the enemy army that must die if the Heroes' army is to succeed. While this could be a simple sniper attack, a more heroic version would involve crossing swords with the person amid the carnage of the battlefield! Gain +1 to +2 Victory Points on success.

**Prevent Spell Use:** This is where the Heroes have been sent to stop a ritual by an enemy Magician. This is usually a full roleplaying adventure in itself. It cancels the Spell Use bonus of the enemy's Army Rating (+2 or +4 points).

**Rescue Operation:** A VIP from the Heroes' army is a prisoner in the enemy camp. The Heroes have to sneak into the enemy camp and get out alive with the VIP in tow. This is an exceedingly dangerous assignment, an adventure in and of itself, and will involve stealth and personal combat. Success gives the Heroes' army +2 or +3 Victory Points.

**Steal Intelligence:** There is vital information from the enemy Army that the Heroes must acquire. This might mean infiltrating the enemy camp, espionage behind enemy lines, or it could mean intercepting an enemy messenger. Success grants the Heroes' army +2 Victory Points.

**Take Position:** The Heroes must capture a key position from the enemy. This should be resolved over a few combat rounds. If the Heroes kill or drive off most of the enemy, their army wins +1 to +3 Victory Points, depending on the location. They may then have to hold the position, however.

## WARFARE AT SEA

Due to the difficulties presented by traveling overland, a large portion of Fjarrstrand trade and travel is conducted by sea. Adventurous merchants explore new islands in search of new resources and lands, profiting from deals with the various lords of Fjarrstrand. Traders and fishermen travel the local waters. Independent pirates and Gamlegard reavers stalk the sea for fat merchant ships. Longship crews raid and carry out attacks in distant lands.

The common practice is to hug the coastline and beach one's ship each night and during rough weather. The effort taken to row a longship requires a lot of fresh water for the crew. This makes stops a necessity for longships and other vessels that rely on a crew of rowers.

The distance a ship can cover in a given day depends very much on the weather. On a good day, the oarsmen, rowing for 6–8 hours, can propel a ship between 50 and 60 miles. Experienced crews and good ships could cover nearly twice that distance, but that would take a heroic effort.

Similar performance can be expected by a vessel under sail, but the performance depends on the wind's speed and direction rather than the crew's efforts.

The characters can charter a ship, book passage, or sign on as mercenaries. They may have access to a ship if they have sufficient ranks in the Noble, Sailor, or Trader career. A lord may supply a ship if they want the Heroes to go on a quest.

The characters can take charge of the ship or hire an experienced captain, but adventuring in a ship requires a crew, who may be hired mercenaries or followers.

## SHIP-TO-SHIP BATTLES

Sea battles are rare throughout Fjarrstrand, though increased raiding by the Gamlegard people has led both Austrmen and Brjotaband lords to build their fleets.

The main tactic of ship-to-ship battles is to pursue and ram the opponent's ship. The ramming ship will lower sails and row at full speed, aiming at a selected target vessel.

Once the defending ship has been rammed, the crew rush on board and engage in melee.

Ship-to-ship engagements are handled similarly to the normal combat rules. Each round is a little longer than a melee combat round – maybe several minutes or more – during which time a ship can deploy archers, gain ground on an enemy, or lash ships together in readiness to board.

Each Hero has his own duties on board ship. The Hero who owns the ship is likely to be the captain and in charge of certain aspects, another character might be responsible for boarding/repelling boarders, another might have charge of the steerboard, etc. These positions determine which player rolls for which action and who therefore makes the Task Roll. If there is any doubt, the ship's captain makes the Task Roll.

## RANGES AT SEA

The initial range between two opposing vessels is determined by the situation and is dealt with in an abstract way. The range determines what type of maneuver or attack a ship can make (see the Naval Combat Table below).

On a clear sunny day, it is likely that ships will be spotted at Utmost range (see the Task Roll Table). On hazy days, the range would be Extreme. On less clear, misty, foggy, or stormy days, or at night, the initial spotting range will be correspondingly closer.

## NAVAL COMBAT TABLE

Naval Range	Modifier	Attack/Maneuver Range
Out of Sight	N/A	Run/Close
Utmost	N/A	Run/Close
Extreme	N/A	Run/Close
Distant	-4	Run/Close
Long	-2	Missile, Run/Close
Medium	-1	Ram, Run/Close
Close	±0	Lash On, Oar Rake, Ram, Run/Close
Point Blank	+1	Board, Break Free, Oar Rake, Run/Close

## NAVAL BATTLE PRIORITY

At the start of the action, each captain makes a Priority Roll to determine the order of action, as follows:

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$$\text{Priority Roll} = 2d6 + \text{Mind} + \text{Initiative} + \text{Modifiers}$$

---

Ship crews act in Priority order, from the highest result to the lowest.

If several captains get the same result, they can decide who goes first, or go in order of highest Agility. If Agility is even, then their actions are effectively simultaneous.

**Priority Roll Modifiers:** If a ship is ambushed or caught by surprise, its captain makes his Priority Roll with a penalty die.

#### Priority Roll Exceptions:

- **Legendary Success:** Crews of captains with a Legendary Success act before everyone else and get to add +1 to either their Attack or Maneuver Rolls for the entire encounter. If several captains have Legendary Successes, their crews act in order of the highest Priority roll results. If those results are tied, they act in order of Agility. If Agility is even, then their actions are effectively simultaneous.
- **Mighty Success:** Crews of captains with a Mighty Success act before everyone else (except those with Legendary Successes). If several captains have Mighty Successes, their crews act in order of the highest Priority roll results. If those results are tied, they act in order of Agility. If Agility is even, then their actions are effectively simultaneous.
- **Calamitous Failure:** Your crew acts last in the Sea Battle Round, and takes a -1 penalty to their first Attack or Maneuver Roll.

## SEA BATTLE ROUNDS

Each sea battle round is broken up into three phases. A ship can take one action in each phase as follows:

- Phase 1 (Maneuver): Break Free, Lash On, Ram, Rake, Run/Close
- Phase 2 (Attack): Boarding, Missile
- Phase 3 (Repair): Repair Hull, Save Crew, Stop Fires

## MANEUVERS

To determine the success of the Maneuvers, roll as follows:

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$$\text{Task Roll} = 2d6 + \text{Career Rank} + \text{Modifiers}^* + \text{Resources Allocated}^{**} - \text{Target Defense}$$

---

\* See the Naval Combat Table on page 62.

\*\* See Ship Types on pages 65 & 66 to determine its resources.

**Break Free:** This maneuver is used to break out of a Ram or Lash On.

Success: The ship breaks free of a Ram or Lash On but is still at Pont Blank range.

Mighty Success: The ship breaks free of a Ram or Lash On at pulls away to Close range.

Legendary Success options: As a Mighty Success plus one of the following options:

- Damage Hull: 1d6 damage to target's hull
- Strike: Enemy ship loses next round's Phase 1 action

**Lash On:** Lashing On is where a vessel uses oars or grappling hooks to seize a target ship, lashing them together to allow a boarding party to swarm over. To Lash On to another ship, the ships must start the round at Close or Point Blank range.

The attacker makes a Task Roll. The defender can use some of its resources to avoid the Lash On maneuver (acting as Defense against the Lash On maneuver – the crew are assumed to be cutting the lines and so on).

Success: The target ship remains immobile until it makes a successful Break Free maneuver.

Mighty Success options:

- Bonus die on Boarding action
- Locked Together: Enemy ship loses next round's Phase 1 action

Legendary Success options:

- Both of the above (or you can take the same option twice)

**Oar Rake:** The attacking ship runs alongside and attempts to run over and break the enemy's oars. The aim is to disable the enemy ship without sinking it. An Oar Rake does not leave the ships locked together as a Ram does. To rake, the ships must start the round at Close or Point Blank range. The attacker makes a Task Roll. The defender can use some of its resources to avoid the rake (acting as Defense against the raking attack).

Success: Penalty die to the targeted ship's Phase 1 (Maneuver) Task Rolls.

Mighty Success options:

- Crew Slayer: 1d6 damage to the target's crew
- Damage Hull: 1d6 damage to target's hull
- Precision Shot: Gives a penalty die to the enemy ship's Task Roll in Phase 1, 2, or 3 (your choice)

- Strike: Enemy ship loses next round's Phase 1 action

Legendary Success options:

- Choose any two of the above (or you can take the same option twice)

**Run/Close:** A ship can try to escape or close the range. If the other ship decides not to close, then the running ship moves into the next furthest range bracket automatically. If they both run, both ships move further away. If they both close, the distance between them narrows by two range brackets.

However, if the opposing ship attempts to close, make a Task Roll for each ship (a Hero rolls for one ship, the GM for the other). If both succeed or fail, the distance remains as it was. If one succeeds and one fails, then the distance either narrows by one range bracket or widens by one range bracket, depending on which one succeeded. Once the ship is beyond Utmost range it is out of sight and away.

Mighty Success option: Close by 2 range brackets.

Legendary Success option: Close by 3 range brackets.

**Ram:** To ram, the ships must start the round at Close or Medium range. The rammer makes a Task Roll. The defender can use some of its resources to avoid the ram (acting as Defense against the ramming attack).

Success: If a ship is rammed it takes damage (a number of d6 which depends on the type of ramming ship) to its hull points. A successful Ram leaves the ships locked together, requiring a Break Free maneuver to move apart.

Mighty Success options:

- +6 damage to target's hull
- Precision Ram: Gives a penalty die to the enemy ship's Task Roll in Phase 1, 2, or 3 (your choice)
- Crew Slayer: Damage done to the target's hull is also done to its crew
- Strike: Enemy ship loses next round's Phase 1 action

Legendary Success options:

- Choose any two of the above (or you can take the same option twice)

## ATTACKING SHIPS

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$$\text{Attack Roll} = 2d6 + \text{Career Rank} + \text{Modifiers}^* + \text{Resources Allocated}^{**} - \text{Target Defense}$$


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\* See the Naval Combat Table on page 62.

\*\* See Ship Types on page 65 & 66 to determine its resources.

**Boarding:** A boarding action can be attempted if the two ships are locked together following a successful Ram or Lash On action. Boarding actions are the only actions with no limit on the resources you can use to add to your Attack Roll.

Boarding can be a way for Heroes to take Heroic Actions at sea, in a similar way to Land Battles. Such actions would be part of a small roleplaying adventure – perhaps with the Heroes exploring the enemy ship whilst battling the enemy crew.

Success: 1d6 damage to crew

Mighty Success options:

- +6 damage to crew
- Strike: Enemy ship loses next round's Phase 1 action

Legendary Success options:

- Take two Mighty Success options.

**Missile:** A ship's crew can make missile weapon attacks up to Long range. If flaming ammunition is used, missile weapons may damage the ship, rather than the crew. Once aflame, the ship will continue to burn until its crew uses its Repair segment to extinguish the fire or the ship sinks.

Success: 1d6 damage to crew. If flaming ammunition is used the crew takes 1d6 damage and the ship catches fire on the next turn (see Fire on page 65).

Mighty Success options:

- +6 damage to the crew or hull (if applicable)
- Precision Shot: Gives a penalty die to the enemy ship's Task Roll in Phase 1, 2, or 3 (your choice)

Legendary Success options:

- Both of the above (or you can take the same option twice)

## REPAIRS

---


$$\text{Task Roll} = 2d6 + \text{Career Rank} + \text{Resources Allocated}^{**} - \text{Target Defense}$$


---

\*\* See Ship Types on pages 65 & 66 to determine its resources.

The last segment in the round is to make repairs. The crew can attempt to patch holes in the hull, repair rigging, put out fires, and help the wounded.

The Heroes must decide whether to fix the ship, put out fires, or save crew members.

Success: On a successful Task Roll, the ship can do one of the following:

- **Put out Fire:** The ship takes no further Fire damage (see below)
- **Repair Hull:** Gain back 1d6 hull
- **Retrieve Oars:** Employ stored oars or repair oars to eliminate the Phase 1 (Maneuver) Task Roll penalty die imposed by an Oar Rake.
- **Tend to the Wounded:** Gain back 1d6 crew

Mighty Success options: Perform two of the options listed above.

Legendary Success options: Perform three of the options listed above.

The same repair option may be taken multiple times for both Mighty and Legendary Successes.

**Fire:** The most feared weapon in naval warfare. When a ship catches fire, the fire will burn until it is extinguished. The ship's hull and crew will take d3 damage every turn until the player makes a successful repair roll during the repair phase of a Battle Round.

**Sinking:** When a ship reaches zero hull points, it will sink. It may take a while for a ship to fully submerge. This gives the crew time to abandon ship and pray to Rán for mercy. When the ship reaches zero crew points, there is no-one left to pray...

## SHIP TYPES

There are many types of ships, from lumbering merchant vessels to sleek longships. Merchant ships often rely only on sail power and are dependent on fair winds for travel. Warships are built long and narrow for speed, with sails as well as oars.

Below are some example ship statistics. They represent the relative maneuverability and fighting ability of the ships.

- **Oars:** This number is simply the amount of oars the galley uses to move. There is one crew member pulling at each oar. Most of the crew of any war ship is made up of oarsmen.
- **Crew:** The number of crew determines the bonus the crew lends to any actions or maneuvers the captain commands: for every

10 crew, a ship gets 1 resource point. When being attacked by missile weapons, the loss is to the crew, which in turn results in reduced resources.

A ship with less than half of its crew makes all Phase 1 (Maneuver) and Phase 3 (Repair) Task Rolls with a penalty die.

- **Hull:** This is the 'Lifeblood' of the ship. The number represents the amount of damage the ship can take before sinking.
- **Protection Value:** This is the natural damage resistance of the ship. This value is subtracted from any non-fire damage dealt to the ship.
- **Ram:** This is the amount of damage the ship will do to other ships if it successfully rams them.
- **Resources:** This number represents the crew's ability to perform tasks. The ship gets 1 resource point per 10 crew, rounded to the nearest whole number. The resources number can be added to Task Rolls (maneuvering, attacks and repairs) or to the ship's Defense during a turn. As Defense, the number is subtracted from any attacks an adversary's ship makes. The Defense bonus is the same for all attacks made against the ship in the round.

The number may be split up or used all on one action, with a maximum of +2 for any single action, except for boarding actions. As a ship's crew takes damage, the resources available will get lower.

## MERCHANT VESSELS

### Byrðingr

Oars: 20      Crew: 20      Hull: 10  
Resources +2      Protection Value: 1  
Ram: d6L

These are larger wide-beamed merchant vessels that usually rely on sails. They are built to transport large amounts of goods from port to port. It had a single mast with a square sail. Smaller vessels of this type might have had as few as twelve oars, with the larger galley having as many as forty.

### Faering

Oars: 2      Crew: 2      Hull: 5  
Resources: 0      Protection Value: 0  
Ram: 1

A faering is an open rowboat with two pairs of oars, commonly found throughout Fjarrstrand.

### Knarr

Oars: 30      Crew: 30      Hull: 15  
Resources: 3      Protection Value: 1  
Ram: d6L

Knarr is a cargo ship; with wider, deeper and shorter hull than a longship. It can take more cargo and be operated by smaller crews. They were built with a length of about 54 ft., a beam of 15 ft., and a hull capable of carrying up to 24 tons.

It is a seaworthy vessel. Knarrs are sturdy by design and depend mostly on sail-power, only putting oars to use as auxiliaries, if there was no wind on the open water.

### Small Sailing Ship

Oars 0      Crew: 5      Hull: 8  
Resources: 0      Protection Value: 0  
Ram: d3

These wide-beamed merchant vessels rely on sails and have one mast. They stow their cargo directly on the keel and on the ship's frame. A pair of steering oars is at the stern.

## LONGSHIPS

The longship, also known as a drakkar or dragonship, can be represented by any of the following ships: the busse, snekkja, skeid, or karve. Longships often have an animal head, such as dragon or serpent, atop the bow. In some cases, the animal design is incorporated into the stern as well, with a matching animal tail.

### Busse

Oars: 70      Crew: 80      Hull: 40  
Resources: 8      Protection Value: 3  
Ram: 2d6

The busse is the most prestigious longship, measuring up to around 150 feet in length. Fitted with both sails and oars, a busse could have up to 35 pairs of oars, allowing it to travel with speed under sail or when rowed.

The busse is capable of carrying up to 15 tons of cargo, and can carry a crew of around 80. The scale and size of the Busse also allows raiders to travel further afield. The larger cargo holds make journeys across expanses of open water feasible.

### Skeid

Oars: 60      Crew: 60      Hull: 30  
Resources: 6      Protection Value: 2  
Ram: d6H

The skeid longship is almost as large as the Busse, measuring up to 100 feet in length. Like the busse, the skeid employs both sails and oars, with up to 30 pairs of oars to power it. It can carry up to 12 tons of cargo. The skeid is seaworthy.

### Snekkja

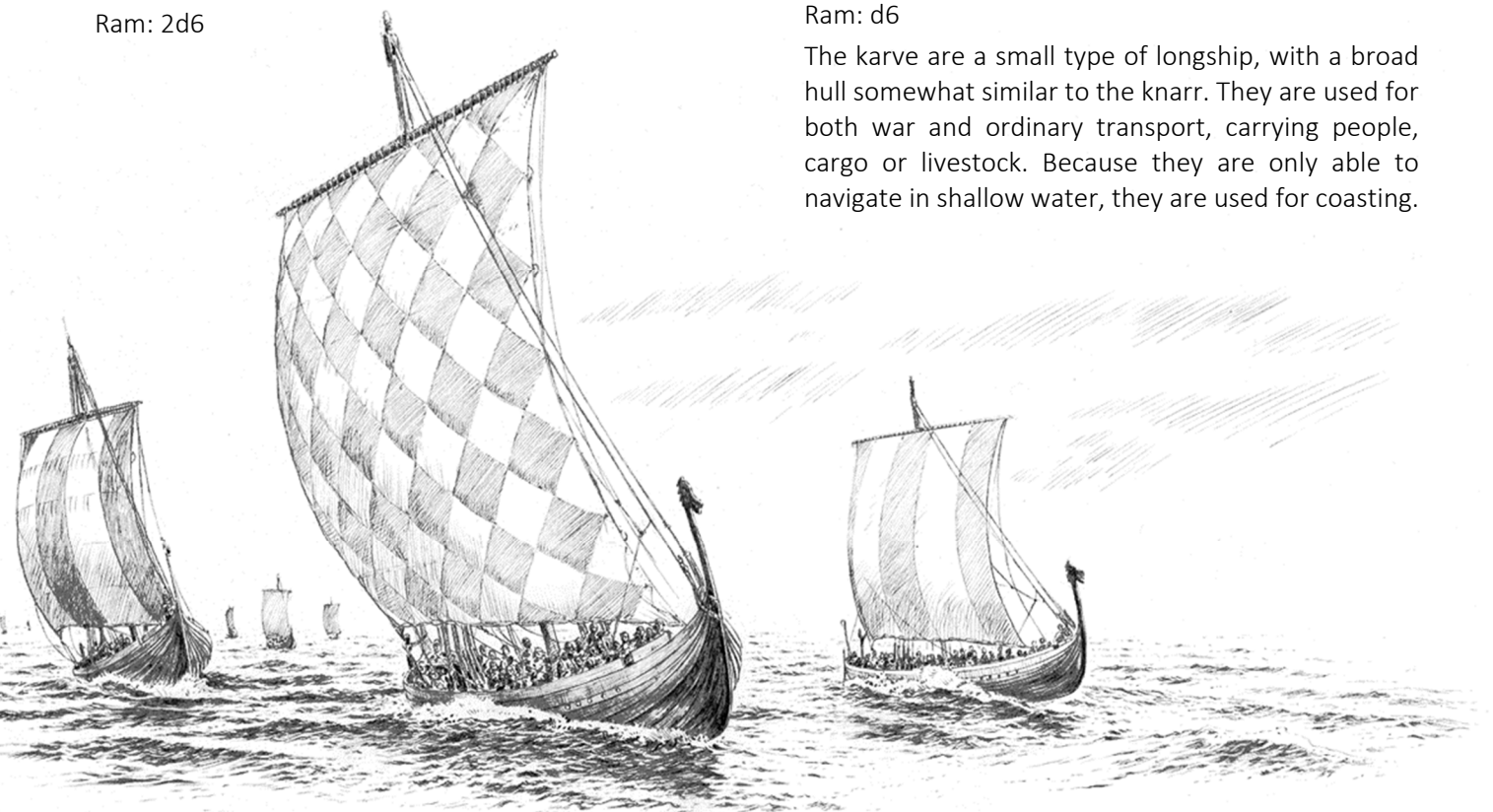
Oars: 40      Crew: 40      Hull: 25  
Resources: 4      Protection Value: 2  
Ram: d6H

The snekkja measure up to 60 feet in length and makes use of both rowers and sails. Its durability, cargo capacity (approximately 10 tons), maneuverability, and seaworthiness make it the most commonly used longship.

### Karve

Oars: 40      Crew: 30      Hull: 20  
Resources: 3      Protection Value: 1  
Ram: d6

The karve are a small type of longship, with a broad hull somewhat similar to the knarr. They are used for both war and ordinary transport, carrying people, cargo or livestock. Because they are only able to navigate in shallow water, they are used for coasting.



# CHAPTER 4: ARTIFICE AND MAGIC

Magicians, Priests, Seers, and Artificers figure highly in sword-and-sorcery fiction. That said, these mysterious types do not generally make for good player characters. As a rule, they tend not to be adventurous, preferring instead to engross themselves in their arcane studies. Also, many of them tend to be the villains – corrupted by the promise of power that comes with such otherworldly knowledge.

## ARTIFICERS

Artificers do not cast spells – they brew potions, craft glass lenses, weave cunningly-made garments, and forge fine weapons and armor; imbuing their creations with enchantments both baleful and benign.

Berserkers and peasants often mistake them for Magicians, not understanding (nor caring about) the distinction.

Artificers can create potions, salves, gasses, liquids and powders. They use all manner of furnaces, flasks, alembics, pots, tubes, and crucibles in their work. They can use their knowledge of metallurgy to put extra strength and lightness into weapons and armor, and to create intricate rings and necklaces.

## TIME AND MONEY

Like Magicians, Priests and Seers, Artificers must pay a price for their craft. Unlike Magicians, Priests and Seers, however, the price paid by an Artificer is one of time and money.

The creation of items cannot normally be performed during an adventure – it needs time for the Artificer to gather and ready the materials, work out the quantities and designs, and then labor to bring their creation to fruition. Even that isn't the end of it, because the finished article must often be enchanted before it is ready to use.

Artifice is something that is done, in effect, between adventures, when you have at least a week of downtime. Before embarking on a new adventure, the character should describe what he did with his time and money since the last adventure, including what items he attempted to make.

## CRAFT POINTS

Progress with item creation is tracked using through Craft Points. Between adventures, a character will

gain a number of Craft Points equal to their Artificer career rank. As such, if you have 3 Artificer ranks, you would get 3 Craft Points.

Some items require you to spend your Craft Points over several adventures. As such, if you have 4 ranks, it would take you at least 2 adventures to generate the 8 Craft Points needed to make a Mythic potion.

Before each adventure, you need to invest Craft Points in a project, even if that project will remain unfinished (see “Stages” below).

## ARTIFICE CRAFT COSTS

- A Common item has a base cost of 1 Craft Point.
- An Uncommon item has a base cost of 2 Craft Points.
- A Legendary item has a base cost of 4 Craft Points.
- A Mythic item has a base cost of 8 Craft Points.

**Single-Use Items:** Single-use items, such as potions, salves, powders, and gasses, use the base cost listed above.

**Permanent Items:** Permanent items cost triple the Craft Point cost listed. As such, a permanent Common item would cost 3 Craft Points, while a permanent Mythic item would cost 24 Craft Points.

In addition, permanent Uncommon, Legendary, and Mythic items require the expenditure of 1 Advancement Point by the Artificer or the item's recipient during its creation. Common, permanent items do not require this Advancement Point expenditure.

**Crafting Multiple Items Simultaneously:** An Artificer can work on both Common and Uncommon items at the same time.

This is not possible with Legendary and Mythic items, as the Artificer needs to devote all his time and energy to the project.

**Craft Points and Starting Equipment:** The GM may decide to let an Artificer spend Craft Points before the first adventure. However, these Craft Points must be spent on a completed project, and cannot be spent as a stage in an ongoing project. Thus, the GM could let a Hero with Artificer 4 begin with Invisibility Powder (a Legendary single-use item), but not let him start with 4 Craft Points invested in a Mythic item.

## STAGES

Instances where it takes an Artificer more than one period of “downtime” between adventures to create something are referred to as stages.

You spend Craft Points at each stage of the preparation, until you have enough Craft Points to finish the item.

**Example:** When producing a Mythic single-use item (8 Craft Points), an Artificer of rank 4 would require two stages to complete his work. At the final stage, he would have to make a successful Task Roll (Mind + Artificer). If he fails, his work is ruined, and all the Craft Points invested are lost.

The Task Roll difficulty for Mind + career when creating items is shown in the table below. Note that the table below assumes access to a proper workshop and having the raw materials present. Otherwise, increase the difficulty by one level. The Column for “Rank” indicates the minimum career rank required to create an item of that level.

Level of Creation	Difficulty	Modifier	Rank
Common	Moderate	±0	0
Uncommon	Hard	-1	1
Legendary	Tough	-2	3
Mythic	Demanding	-4	4

### Additional modifiers:

- Where the Artificer is analyzing a previously unknown item, increase the Task Roll penalty by one.
- Where the Artificer is simply repairing an item, reduce the Task Roll penalty by 1 point, to a minimum penalty of ±0. Repairs require half as many Craft Points as the original item.

## ITEMS

**Common Items:** These are items that can readily be created by other professions without the use of magic. They are not common knowledge, but rather the result of careful observation and experimenting by knowledgeable practitioners.

When you make a Common single-use item, you must spend 1 Craft Point, whether you succeed or fail your item creation Task Roll. When you make a Common permanent item, you must spend 3 Craft Points, whether you succeed or fail your item creation Task Roll.

**Uncommon Items:** These things are known to Artificers but are beyond the normal village shaman’s

or witch’s ability to produce from commonly-found materials.

The required materials are normally obtainable at the local marketplace, or from relatively accessible places, and are easily stored. Uncommon items are complex beyond most craftsmen or the most cunning of distillers.

You must have 1 rank in the Artificer career to craft Uncommon items. When creating single-use items, you lose only 1 Craft Points if you fail your item creation Task Roll. For permanent items, you lose 3 Craft Points if you fail your item creation Task Roll. The Advancement Point spent to complete a permanent Uncommon Item is only spent after the item is successfully completed.

**Legendary Items:** These items are known to many Artificers, but only produced in the larger settlements or the hidden workshops of isolated Artificers. These miracles are things that are often heard of in a storyteller’s tale and presented as magic.

Ingredients for these items are usually rare, exotic, or easily spoiled. They often aren’t found in the Artificer’s location, and the Artificer will commonly hire adventurers to obtain them for him.

They could range from near-extinct animals, innately magical beasts or plants, distillates of exotic minerals, materials that can only be produced under starlight or moonlight, or by animals with special diets.

You must have 3 ranks in the Artificer career to craft Legendary items. When creating single-use items, you lose only 2 Craft Points if you fail your item creation Task Roll. For permanent items, you lose 6 Craft Points if you fail your item creation Task Roll. The Advancement Point spent to complete a permanent Legendary Item is only spent after the item is successfully completed.

**Mythic Items:** These things are mentioned in ancient legends; artifacts that rival the creations of the most revered (and reviled) Artificers of the dwarfs. To see one of these in a lifetime is unusual.

Once found, they are guarded and secreted away from curious eyes – often for centuries. You will likely need to locate an ancient tome describing the thing you want to make before you even start to build one.

The raw ingredients for these may take several years to decant, grow, or infuse. Unique plants, animals and/or metals from the hidden depths of the earth or sea or from exotic environments (undersea, north

slope of a mountain-top, a swamp-drowned tomb, a wight-king's barrow mound, and anything involving danger and travel). Once gained, they must be preserved in arcane ways or else lose some of their potency.

You must have 4 ranks in the Artificer career to craft Mythic items. When creating single-use items, you lose only 4 Craft Points if you fail your item creation Task Roll. For permanent items, you lose 12 Craft Points if you fail your item creation Task Roll. The Advancement Point spent to complete a permanent Mythic Item is only spent after the item is successfully completed.



## SAMPLE SINGLE-USE ITEMS

**Common Single-Use Items:** These concoctions, liquids, gasses, powders, and poultices could be prepared by an ordinary herbalist – someone with the knowledge, skill and expertise to mix and brew a variety of raw materials in the right proportions.

Common single-use items tend to be ordinary things that could be found at the drug store of modern times, and induce temporary effects, except those that heal or restore:

- Acids: 1 small vial, does 1d6 damage or burns through an inch of metal or wood.
- Alcoholic Spirits: Good quality, 3 bottles.
- Animal Poison: Kills 1d3 small pests.
- Antidotes to natural venoms and herbal toxins: Recovery in 1 hour, 3 doses.
- Disease Treatment: Imbiber is cured of one ailment, specified when the treatment is created. Recovery takes 1 day.
- Fever Relief: Lasts 2d6 hours, 3 doses.
- Insect Repellent: Lasts 4d6 hours, 3 doses.
- Invisible Ink: Becomes visible when wet or warmed.
- Pain-Killers: Lasts 2d6 hours, 3 doses.

- Sleep Inducers: Ingested, gives 2d6 hours sound sleep, 3 doses.

**Example:** Frekki the Far-Seeing feels that the group will need some insect repellent for their journey through the vast swamps of Dunnesmere. He is an Artificer of rank 1, giving him 1 Craft Point, so he can make one common, single-use, item before the adventure begins. He is in a tavern room, so he is making do with whatever resources are at hand. Therefore, the difficulty moves from Moderate to Hard (-1). Frekki does have Mind 1 and Artificer rank 1 for a net modifier of +1, which means he must roll 8+ to successfully make the insect repellent.

## Uncommon Single-Use Items (Rank 1 Required):

These are mixtures that imbue the recipients with improvements or reductions to their normal capabilities. These effects tend to be temporary, except those that heal or restore:

- Acid Neutralizer: Instantly stops effects of equal amount of acid. 3 doses.
- Antidote to Alchemical Poisons: Recovery in 1 hour, 3 doses.
- Dragonfire: Ignites on contact and burns for d6 damage for d3 rounds.
- Eloquence: +1 Appeal for the scene.
- Healing salve: Cures 1d6 damage, 3 doses.
- Improved Senses: Bonus die for Task Rolls for noticing things for the scene.
- Infatuation: Imbiber must save Mind vs. your Artificer rank or be infatuated for a day.
- Instant Sleep: Imbiber must save Strength vs. your Artificer rank or fall into a deep sleep for half a day.
- Light-producing chemicals: Lasts 2d6 hours.
- Might: +1 Strength for the scene.
- Precision: Bonus die on Ranged Attack Rolls for the scene.
- Prowess: Bonus die on Melee Attack Rolls for the scene.
- Quickness: +1 Agility for the scene.
- Rust reversal: Easily cleans the rust off armor or weapons.
- Wisdom: +1 Mind for the scene.

## Legendary Single-Use Items (Rank 3 Required):

Legendary single-use items and their effects would include:

- Appearance of Youth: Imbiber appears to be no more than 25 years old for a week, 1 dose.

- **Artificer's Fire:** Explodes in a 10' radius doing 2d6 damage.
- **Blood of the Merfolk:** Allows imbiber to breathe underwater for half a day.
- **Dragon's Scale:** Imbiber's skin counts as Protection 3 armor for one scene, 1 dose.
- **Growth or Shrinking:** Last for 1 scene.
- **Heroism:** Imbiber gets +1 to all combat abilities for one scene, 1 dose.
- **Invisibility Powder:** People seem not to notice the wearer unless he does something to draw attention to himself, lasts for one scene.
- **Love:** Imbiber must roll Mind vs. your Artificer rank or be in love till the next full moon, 1 dose.
- **Mead of Curing:** Imbiber is cured of any disease, 3 doses. Recovery takes 1 hour.
- **Mead of Purging:** Can cure any poison, instantly reversing its effects, 1 dose.
- **Paralysis:** Imbiber must roll Strength vs. your Artificer rank or be completely paralyzed for 24 hours, 1 dose.
- **Shape Change:** Imbiber changes to look like someone else for 1 hour. Requires some hair, fingernails, blood, etc. from that person to make it, 1 dose.

**Mythic Single-Use Items (Rank 4 Required):** Such unique elixirs and effects would be things like:

- **Dust of Muspelheim:** Powder that burns on contact for 3d6 damage, even underwater. Lasts for d3 rounds.
- **Immortality:** You aren't ever going to die naturally, although you might age slowly, becoming more withered the longer you go on. Only violence or accidents can kill you.
- **Invincibility:** Imbiber's skin counts as if it were armor with 6 Protection for a scene.
- **Perfect Regeneration:** Re-grows a lost limb, eye, etc., effectively erasing the Flaw associated with it.
- **Permanent Alteration:** +1 to any attribute permanently, will only ever work once on any given individual.

## SAMPLE PERMANENT ITEMS

**Common Permanent Items:** These are finely made items of common use. The Artificer mixes the metals and materials, but a blacksmith might be needed to help put the item together. Normally these items are

lighter and stronger than other items created under usual conditions.

- **Masterwork Armor:** Masterwork armor reduces the Agility and Arcane Power penalties of armor by 1.
- **Masterwork Lock:** Ordinary lock of -2 difficulty.
- **Masterwork Tool:** Reroll a single d6 result of 1 when making a Task Roll (only one reroll allowed).
- **Masterwork Trap:** -2 difficulty to find and disarm. It deals d6 damage when triggered.
- **Masterwork Weapon:** Masterwork weapons reroll a single d6 result of 1 when rolling damage (only one reroll allowed).

### Uncommon Permanent Items (Rank 1 Required):

Uncommon devices would be items that require minor enchantments and technical ability normally outside of the skill of a common blacksmith, the best jeweler, or the most cunning distiller:

- **Artificial Limb:** The limb has few or no moving parts, but nicer than a hook or peg.
- **Compass:** An accurate compass.
- **Elaborate Lock or Trap:** Difficulty is -4 to get past them. This trap causes d6H damage.
- **Farseeing Lens:** A lens that allows distant objects to be seen more clearly.
- **Fire Self-Starter:** Lights fires quickly and easily.
- **Gliding Cape:** A cape that allow their wearer to glide short distances.
- **Hand Lens:** A lens that magnifies objects peered at through it.
- **Hidden Blade:** Weapon secreted in a common item.
- **Hollow Blade:** A hollow blade that can be filled with 3 doses of poison.
- **Superior Armor:** As Masterwork armor, with +1 to the Protection or Defense value of the armor or shield.
- **Superior Musical Instrument or Tool:** As Tools of the Trade.
- **Superior Weapon:** As a Trademark Weapon or roll a bonus die when rolling for damage, keeping the higher result.

### Legendary Permanent Items (Rank 3 Required):

These are artifacts that the heroes of legend used; but the knowledge of how to build them is now known to only a very few – and the skill to build them by even fewer still. Such items would be along the lines of the following:

- **Boots of Striding:** Boots that double the distance the wearer can leap.
- **Brokk's Gloves:** Gloves that are impervious to heat or cold. -1 to per die to all heat or cold damage taken.
- **Cloak of Hiding:** A cloak that blends in with the wearer's surroundings, giving a bonus die when hiding. The wearer may attempt to hide in plain sight, so long as there is deep shadow or mist.
- **Eir's Draught:** A wineskin that purifies any liquid poured into it.
- **Fenrir's Bane:** A thin cord woven of silvery threads that holds with the strength of a great chain.
- **Horn of Calling:** A horn that can be heard clearly for many miles, even over the din of battle.
- **Ingenious Lock or Trap:** -6 difficulty to get by them. This trap causes 2d6 damage if triggered.
- **Iron Wolf:** An animated, metal guardian wolf. As a wolf with 3 Protection and 15 Lifeblood.
- **Legendary Armor:** As Superior armor, plus it halves any additional damage caused by a Mighty or Legendary success.
- **Legendary Weapon:** As a Superior weapon. In addition, it ignores 1 point of armor Protection, unless the armor is exceptional (Masterwork or better). The weapon should be given a name.
- **Ring of Forecasting:** A ring set with gemstones that accurately predicts the weather.
- **Truesight Lens:** A gemstone that allows the wearer to see through illusions when peered through. May be used thrice per day.

**Mythic Permanent Items (Rank 4 Required):** These are concepts beyond the imagination of many people of the continent of Fjarrstrand, although relatively achievable by the dwarfs of Svartalfheim or by the elders of the elves. These could include:

- **Cauldron of Rebirth:** Can revive the dead once per month, provided the person died within the hour. Those revived must take a new Flaw.
- **Cauldron of Sustenance:** Feeds up to 10 men each day; requiring only enough victuals for 1 man.
- **Cloak of Flight:** Allows the wearer to fly as a raven.
- **Cloak of the Hamhleya:** An animal pelt or cloak that transforms its wearer into a specified animal (i.e. wolf, boar, swan) once per day.

- **Cloak of Vanishing:** A cloak of invisibility.
- **Flaming Sword:** A weapon that is wreathed in flame: Treat as a Legendary Weapon that deals an additional d3 of fire damage. The weapon must be given a name.
- **Folding Ship:** A longship that collapses to the size of a toy so that it can be easily carried over land.
- **Javelin of Lightning:** A javelin that turns into a bolt of lightning whenever thrown, striking for d6H damage. It ignores Protection granted by metal armor.
- **Mythic Armor:** As Legendary armor, with no Agility penalties at all for wearing it - so you can even swim while wearing the armor. The armor is unbreakable, unless sundered by a Mythic weapon.
- **Mythic Weapon:** As a Legendary weapon, plus the weapon is unbreakable, unless sundered by another Mythic weapon. It must be given a name.
- **Nuada's Prize:** A silver limb that functions as well as the lost limb that it replaced.
- **Ring-Giver:** A plain gold ring that reproduces itself every three days.
- **Unique Lock or Trap:** -8 Difficulty to get by these. This trap causes 3d6 damage if triggered.
- **Utgarda's Flask:** A flask that is never empty. Its draughts heal 1d3 of damage once per day.

**Example:** Dermaid the Keen-Handed (Mind 3, Artificer 4) decides to create a Mythic Sword for his friend Cruach. It will be called Skullsplitter. Dermaid knows his work will take six stages to complete, because he has 4 Craft Points and it requires a total of 24.

In the first stage, he describes how he obtains the rare and precious metals that he needs to prepare the truesilver alloy for the blade by spending all of the money that he received on his last quest. He has put 4 Craft Points into making the sword and has completed stage 1.

Next, he tells the GM he needs to find a rare scroll that he believes should be in the barrow mound of King Bael the Unfettered and gathers some adventurers to assist him. He will be able to attempt stage 2 when he returns with the ancient text.

## OTHER ITEMS

Other items would have to be worked out between the player and the GM using the above as guidelines.

## MAGICIANS AND PRIESTS

Magicians and Priests in The Fjarrstrand Sagas are generally feared – not only because of their strange habits and ways, but also because the powers they wield are not understood and can be devastating, if also unpredictable.

In game terms, the most powerful of the spells that these individuals can perform take a great deal of time and resources – something that there is not a lot of during the course of a normal adventure.

The paths of sorcery or the priesthood are not something generally taken up by PCs. At the same time, there are some examples of sorcerous or devout heroes in sword-and-sorcery fiction, so either career can make a viable option for players – if they understand the possible restrictions they might face.

### ARCANE POWER

Characters with ranks in the Magician or Priest career begin play with an Arcane Power pool equal to 5 plus 2 for each career rank plus 1 for every point of Mind Attribute. A character with ranks in both careers only adds the 2 for each rank in the career with more ranks. NPC Rabble Magicians (adepts, students, and apprentices) or Priests (suplicants, acolytes, and initiates) start with an Arcane Power pool of 2.

**Magic and Armor:** Magic is difficult to perform whilst restricted by armor and costs the Magician or Priest a greater amount of Arcane Power. For light armor, 1 extra Arcane Power point is used in casting a spell. For each heavier armor type, add 1 point of Arcane Power to the casting cost.

### SPELL MAGNITUDE

All spells fall into one of four classes: Cantrips, and spells of First, Second, or Third Magnitude.

Magicians and Priests always have rune-inscribed rings, amulets, talismans, relics, and trinkets about their bodies, through which they can cast very minor and simple tricks called cantrips. If they are stripped of these items, they have difficulty even with these cantrips.

Spells of increasing magnitude have a greater cost in Arcane Power and increasing difficulty levels to successfully cast. The table at the top of page 73 shows the cost and difficulty for spells of each magnitude.

**Mind-Affecting spells:** Spells that directly interfere with a person's psyche or his perceptions, such as mind control and mind reading, have an additional

modifier based on the Mind rating of the victim of the spell.

**Healing with Arcane Power:** Magicians cannot cast spells that heal living things, although they can repair objects using magic. Priests, on the other hand, can heal with their magic if their god's domain (see below) relates to healing or life.

### SPELL REQUIREMENTS

All spells, except Cantrips, require the use of a focus item, ritual, incantation, or sacrifice.

The descriptions for each class of spells, Cantrips, and spells of First, Second, or Third Magnitude, provide sample spell requirements.

### PRIESTLY DOMAINS

Priests pay homage to all their people's gods but, at rank 1 or higher, must choose one above all the rest. At rank 0, Priests are still in training and do not devote themselves to any one god or spirit.

Each of the gods listed in chapter 7 has domains over which he presides (e.g. The Horned God is the lord of hunting, wilderness, brewers, and death, while Hel is the goddess of the death and despair).

Choosing the right god for your character is key to the sort of things he can do with his spells. Unlike Magicians, who have a wide latitude is what spells they may cast, Priests must cast spells that are in keeping with that god's doctrines. The GM is the final arbiter on what spells would be appropriate, although inventive suggestions should always be rewarded.

**Example:** Logmarr Black-Hand is a Priest of The Horned God, Lord of the Wild Hunt. He has seen Cruach approaching the blood-stained altar of his sacred grove to rescue the maiden he plans to sacrifice.

Logmarr theatrically appeals to his god and points a finger at Cruach, who is about to unleash his spear at the Priest.

A moment later, Cruach sees a dark shape, the shadow of a boar, out of the corner of his eye. The momentary distraction causes the Berserker's aim to go astray (as per the Minor Curse Cantrip).

The player rolls three dice for Cruach, getting 1, 6 and 3 – taking away the highest (the 6), he is left with only 4. Even adding his Agility and his Ranged combat ability, this isn't enough to hit the Priest. Cruach's spear clatters harmlessly into the woods beyond the grove.

Spell Magnitude	Difficulty	Modifier	Base Cost	Minimum Cost	Minimum Rank
Cantrip	Easy	+1*	2 AP	1 AP	0
1 <sup>st</sup>	Moderate to Hard	±0 to -1	5 AP	2 AP	1
2 <sup>nd</sup>	Tough to Demanding	-2 to -4	10 AP	5 AP	2
3 <sup>rd</sup>	Formidable to Heroic	-6 to -8	15 AP	10 AP	4

\* If a Task Roll is required (see CANTRIPS below).



## CANTRIPS

These are very basic spells, allowing the caster to conjure a brief pool of light, the distant sound of laughter, or a spark to light a fire. Cantrips can be used to repair a common object, sour a jug of ale, or make the brief illusion of a common object.

Other examples might include making a coin vanish, causing a rope to slither up a castle wall or distracting a guard with an imagined sound. Such spells rarely cost more than 1 Arcane Power, and only require a skill roll when directly affecting a sentient target or perhaps if the Magician or Priest has been deprived of his trinkets and fetishes.

**Base Cost:** 2 Arcane Power

**Minimum Cost:** 1 Arcane Power

**Difficulty:** Automatic (no roll needed). If a Task Roll is required, it should be Easy (+1).

### Cantrip Suggestions:

- Foul Food
- Illusory Sounds
- Minor Curse (a penalty die to the target's next Task Roll)
- Momentary Clumsiness (target drops an item being held, stumbles, etc.)
- Pain (causes 1d3 Lifeblood damage to the target)
- Paralyzing Gaze (paralyzes target for a round)

**Requirements:** None. Use of a special item (such as a staff or wand), an obvious technique (such as incantations or a ritual dance) or line of sight reduces the cost by 1 point of Arcane Power, to a minimum of 1 Arcane Power.

## FIRST MAGNITUDE SPELLS

These tend to be spells that the Magician or Priest can cast during the course of an adventure. They are utility spells – they allow the caster to perform activities that anyone with the right training and equipment could manage. Such spells might allow the caster to glide up the side of a cliff – since a normal person with rope and pitons could achieve the same result (eventually).

Damaging spells of this type would typically cause 1d6 Lifeblood of damage to the target (ignoring all Protection granted by armor). These spells cost 5 Arcane Power and must have a requirement as well.

**Base Cost:** 5 Arcane Power

**Minimum Cost:** 2 Arcane Power

**Difficulty:** Moderate (0) or Hard (–1)

### First Magnitude Spell Suggestions:

- Fear
- Illusion
- Summoning woodland creatures to aid you
- Visions of close or recent happenings

**Requirements:** You must select one casting requirement to be able to produce the spell at all.

Every casting requirement, after the first, that the caster can comply with or chooses reduces the cost by 1 Arcane Power. The minimum Arcane Power cost of a First Magnitude spell is always 2. Suggested spellcasting requirements include:

- Auspicious Hour: The spell may only be cast at a specific hour of the day.
- Casting Time: The spell will take at least 1d6 ×30 minutes of meditation, chanting, dancing, prayer, etc. to correctly execute.

- **Group Ritual:** Requires d6 assistants, each with a Magician or Priest rank of 0 or higher.
- **Intimate Materials:** A personal item of the intended target (or a tile from the target building, for example) is required.
- **Line of Sight:** The caster must be able to clearly see his or her intended target.
- **Obvious Technique:** The caster must gesture, chant, dance, or make strange sounds during the casting process.
- **Ritual Cleansing:** The caster must bathe in clean water and essential oils, and shave all bodily hair from his or her body.
- **Special Item(s):** Runestones, a staff or wand carved from a sacred ash tree, fresh mistletoe gathered by moonlight, or some other item that is relatively easy to come by some bartering, a short journey, a common ritual, and/or a minor expenditure.
- **Special Knowledge:** The caster must conduct lengthy research before he or she has the necessary information to cast the spell.
- **Wounds:** The Magician suffers 1d6 Lifeblood damage when the spell is cast.

**Example:** Logmarr Black-Hand, Priest of The Horned God and self-appointed “Chooser of the Slain” unleashes an arrow of deathly cold at Cruach. The GM considers this a First Magnitude spell for Logmarr Black-Hand – he has Line of Sight (appropriate for a bolt of cold) to Cruach, and uses Obvious Technique (he’s prone to theatrics when casting his spells).

With the first requirement to cast the spell met, and with one additional requirement taken, the cost is reduced to 4 Arcane Power. The GM thinks the cold is worth 1d6 Lifeblood damage to Cruach.

## SECOND MAGNITUDE SPELLS

These are powerful sorceries indeed, and are often only possible during the course of an adventure if appropriate research and preparations are made between adventures (see Chapter 6 under the section Advancement Points).

Minds can be controlled, buildings levelled, and mighty warriors can be instantly laid-low by fell curses. These spells are defined as activities that would be impossible for a single person. Destroying a door would be a spell of the First Magnitude – destroying the wall is definitely Second Magnitude.

**Base Cost:** 10 Arcane Power

**Minimum:** 5 Arcane Power

**Difficulty:** Tough (–2) or Demanding (–4)

### Second Magnitude Spell Suggestions:

- Extended Suggestion
- Instant Hypnotism
- Summoning a powerful spirit to aid you
- Visions of happenings, across the city or within a lifetime

**Requirements:** For every casting requirement after the first that the Magician or Priest can comply with or chooses, you can reduce the cost by 1 Arcane Power. Suggested spellcasting requirements include:

- **Casting Time:** The spell will take at least d6×2 hours of meditation, chanting, dancing, prayer, etc. to correctly execute.
- **Group Ritual:** Requires 2d6 assistants, each with Magician or Priest rank of 0 or higher.
- **Lunar:** The spell may only be cast during a specific phase of the moon.
- **Permanent Focus:** The caster must undertake ritual tattooing to permanently inscribe the details of the spell on his or her person.
- **Personal Ordeal:** The caster must fast for 2d6 days.
- **Rare Ingredients:** An expedition is required to locate the necessary items to perform the magic – it will take 1d6 weeks and at least a purse of gold to obtain the necessary items (of course, any Magician worth his salt would have a stable of willing supplicants to track down those special herbs for him!)
- **Ritual Sacrifice:** An animal (of at least the size of a lamb) must be sacrificed prior to casting.
- **Special Item:** Runestones carved from the bones of a giant or dragon, a staff or wand carved from a Midgardian ash tree, or an ancient tome or delicate scroll is required. The item should prove difficult to obtain. It is rare, or held in a distant land, or guarded by draugr beneath an ancient barrow mound!
- **Wounds:** The caster suffers 1d6 Lifeblood damage when the spell is cast.

**Example:** Logmarr Black-Hand has managed to capture Cruach. It would please him to make the big Berserker into his thrall, to pay him back for having

the temerity to dare defile his sacred grove. Whilst Cruach is languishing in the dungeon of Logmarr's tower, Logmarr researches a spell.

It would normally cost 10 Arcane Power, but he sends some of his attendants out to an old tomb to fetch an ancient scroll that he has heard about.

He fasts for a week (rolls 2d6, gets 7) and studies the stars for the best time to perform the spell (making a knowledge roll, using his career of Priest).

When he has all of these things together, Logmarr has Cruach brought to him in chains and sacrifices a magnificent buck. He has now met the first spell requirement plus three additional ones, reducing the Arcane Power cost to 7.

The GM determines it is a Tough Task Roll. He still needs to make a Task Roll to defeat Cruach's Mind (which is zero, so no worries there!).



### THIRD MAGNITUDE SPELLS

These are incredibly rare in any game. These spells bring about natural disasters and terrible curses spanning generations.

**Base Cost:** 15 Arcane Power

**Minimum:** 10 Arcane Power

**Difficulty:** Formidable (-6) or Heroic (-8)

#### Third Magnitude Spell Suggestions:

- Causing "natural" disasters
- Create mental slaves
- Long-term hallucinations/nightmares
- Visions of distant lands and the ancient past
- Summoning a dragon to aid you

**Requirements:** For every casting requirement after the first that the Magician or Priest can comply with

or chooses, you can reduce the cost by 1 Arcane Power.

Suggested spellcasting requirements include:

- **Casting Time:** To correctly execute, the spell will take at least 3d6 hours of meditation, chanting, dancing, prayer, etc.
- **Group Ritual:** Requires 3d6 assistants, each with a Magician or Priest rank of 0 or higher.
- **Personal Ordeal:** The caster must undertake ritual scarring and/or mutilation to achieve the right frame of mind for casting. The Magician suffers d6H Lifeblood damage and is permanently marked.
- **Place of Power:** There is only one place known to man where this spell may be cast and – guess what? It's not close!
- **Ritual Sacrifice:** A human must be slaughtered to empower the spell (typically a captured enemy or a condemned criminal). If this person is of great importance, this requirement may reduce the cost by 2 Arcane Power.
- **The Stars are Right:** The spell may only be cast when the necessary stars are correctly aligned.
- **Transformation:** Casting the spell will alter the caster's form or visage, transforming the caster into something to be feared.
- **Wounds:** The caster suffers 2d6+1 Lifeblood damage when the spell is cast.

**Example:** Logmarr Black-Hand is planning to summon the dragon Vortærende the Devourer to destroy the port city of Stórrhafn.

The GM rightly assesses this spell as being of the Third Magnitude, and (as Logmarr is an NPC) selects 'The Stars are Right' as the first casting requirement and 'Ritual Sacrifice' as the second one.

Logmarr has arranged for Stoera, daughter of Lord Mundi Scylfisson of Stórrhafn, to be kidnapped from the lord's fortress. As she is an important figure within the city, her sacrifice will reduce the Arcane Power cost by 2, to 13.

The sacrifice, and summoning, will take place upon the night of the next lunar eclipse. The Heroes only have 30 days to stop the mad, death-obsessed, priest and rescue the lady Stoera before the coming eclipse spells their doom!

## RECOVERING ARCANES POWER

Magicians and Priests normally recover a number of Arcane Power equal to their totaled Magician and Priest career ranks (maximum of 5) each day.

Magicians regain a number of Arcane Power points equal to his career rank at midnight or midday (the caster makes the choice, but must live with the choice thereafter).

Priests, on the other hand, must spend time in prayer and contemplation in order to recover Arcane Power.

For each hour spent in prayer and meditation, the Priest regains 1 Arcane Power. Arcane Power points regained through daily prayer may not exceed the Priest career ranks of the character. The Priest sets their preferred time of prayer (dawn, midday, dusk, or midnight), but must live with the choice thereafter.

In addition to prayer, the Priest must perform other duties:

- If 3 Arcane Power are regained through daily prayer, the Priest must perform a small service, minister to the faithful, or work to convert non-believers.
- If 4 Arcane Power are regained through daily prayer, the Priest must assist at a major ceremony at a holy site.
- If 5 Arcane Power are regained through daily prayer, the Priest would most certainly be expected to hold a special service, including carrying out some sort of sacrifice to the gods. The form of the sacrifice really depends on the god in question – it might simply be the sacrificial slaughter of a common beast but, before or after a major battle or in a time of crisis, might require a human sacrifice or the destruction of an item of great worth.

**Second and Third Magnitude Spells:** When a Magician or Priest casts a Second or Third Magnitude spell, the Arcane Power expended on that spell is temporarily drained, reducing the caster's Arcane Power pool. The points are restored at the rate of 1 point per week.

Additionally, whenever the Magician or Priest casts a Third Magnitude spell, a point of Arcane Power is permanently lost. This loss of Arcane Power can be exchanged for the loss of an attribute point instead (to a minimum attribute rating of -1) – for example, it could represent aging, and so reduce the caster's Appeal by 1.

## SAMPLE SPELLS

Examples of the types of spells that have a particular sword and sorcery "flavor" include:

- Wasting/withering diseases that cause the victim to slowly die while her loved ones look on hopelessly.
- Bewitchment or possession (maybe turning someone into a "living zombie").
- Animation of the dead ("the Bloodless").
- Seeing into other dimensions, or viewing events in far-away places.
- Spells that create terrible storms or call lightning.
- Summoning spells (particularly horrific beasts).

## EXAMPLE FIRST MAGNITUDE SPELLS

**Compel:** The caster can bend the target of his spell to his will. The victim will be compelled to do the caster's bidding, provided the caster's instructions are within the bounds of what the target might do if not under control (that is, he is unlikely to attack his friends).

- The target's Mind is always used to modify the caster's Task Roll when casting this spell.

**Conjure Item:** This spell enables the caster to conjure a small ordinary item – a length of rope, a tool or a weapon, clothing, or a flask of wine or water.

- Line of Sight is not normally a requirement that a Magician or Priest can take for this spell.
- This spell usually requires Casting Time.
- This spell often requires Obvious Technique.

**Dancing Blade:** This spell animates a sword or other melee weapon, causing it to fight the caster's foes as he directs it with his mental commands. It attacks with the caster's Mind replacing either Agility or Strength (the caster's choice) for the purposes of the attack and damage rolls.

- This spell always requires Line of Sight.
- The spell requires a melee weapon to be available.
- This spell often requires Obvious Technique.

**Dragon-Skin:** This spell causes the recipient's skin to turn tough and scaly – it provides armor Protection of 3 to the recipient.

- The spell's normal initial requirement is a piece of scaly skin from a reptile.

**Evil Eye:** The caster can cause the target to suffer a curse that affects his ability to perform any normal actions. It gives the target a Flaw on all actions whilst affected by the curse (that is, he adds a penalty die for all Task Rolls).

- This spell always requires Line of Sight.
- The target's Mind is always used to modify the caster's Task Roll when casting this spell.

**Pass Unnoticed:** The spell allows the caster to walk amongst his enemies without being noticed – he is not invisible, they just don't look directly at him, or assume he has every right to be there, or don't even notice him.

- The strongest enemy's Mind is usually used to modify the caster's Task Roll when casting this spell.

**Summon Beast:** The caster can summon a creature that can be found in the local environment. The beast will be one of up to very large size and, once it appears, will normally do the summoner's bidding until it has completed the task required of it.

- This spell usually requires Casting Time.



## EXAMPLE SECOND MAGNITUDE SPELLS

**Beguile:** This spell is used to put the victim completely and utterly in the power of the caster.

The victim will obey the caster's every command without question and is helpless to do anything else.

- The target's Mind is always used to modify the difficulty.
- Rare Ingredients are generally needed to perform the spell, including some personal item belonging to the victim.

**Draugr Ship:** This spell summons a sunken longship and its crew up from the depths of the ocean. The zombie crew are classed as Rabble, armed with swords and axes. Roll 4d6 for the number of crew.

The ship will sail wherever the caster wants it to, and will carry out orders as well as it is able to. It cannot change orders unless the caster actually sails with it.

- If the caster opts to take Lifeblood damage, for each point of damage suffered there is one additional zombie in the crew.

**Summon the Dread Mist:** This spell brings forth a cloud of foul mist from Niflheim which, while the Magician concentrates on it, will billow and expand quickly to become large enough to envelop a large village, and can be made to drift in a direction determined by the summoner.

The fog is icy cold and saps the strength of the living, reducing Strength by 1 point, and reducing visibility to about 20'.

- This spell always requires a bowl of water from the churning waters of the Niflsund.

**Summon Mighty Beast:** The caster can summon a creature that can be found in the local environment. The beast will be one of up to colossal size and, once it appears, will normally do the summoner's bidding until it has completed the task required of it.

- This spell usually has the Casting Time requirement.
- This spell often has the Rare Ingredient requirement.

## EXAMPLE THIRD MAGNITUDE SPELLS

**Death Plague:** This spell brings a plague to a named settlement that kills one quarter of the inhabitants in a week and affects half the city, making them weak and violently ill during that period.

- This spell requires a Ritual Sacrifice.

**Gateway through the Mists:** This spell allows the Magician to open a rift in time and space through which he steps, so that he can re-appear anywhere in the world he so chooses.

## SEERS

Seers do not actually cast spells, although some Seers are also Magicians or Priests and, therefore, do have access to magic via those careers.

People often assume that Seers obtain their insight into the path of fate from the Norns, and most Seers believe this to be true as well. Other Seers, however, view their gift as a nothing more than clear-sightedness and a willingness to view fate unflinchingly.

Whatever the source of their power, Seers are valued for their ability to divine the future and, in some instances, subtly manipulate the woven strands of fate.

### GAINING FATE POINTS

Seers receive 1 Fate Point per hour spent in contemplation of fate. This trance-like state often involves divination tools such as the entrails of sacrificial animals (or men), sacred pools of crystal clear water, spindles and wool, or graven staves or wands of ash. Seers may have a maximum number of Fate Points equal to their Seer career rank.

- For an hour or two, they must either meditate or engage in some other ritual activity (weaving, chanting, brewing, dancing, etc.) that gives them insights into the workings of fate.
- For three hours, in addition to the above, they must either enter a deep trance, using soporific or hallucinogenic substances, or sacrifice a small creature or an object that is relatively easy to acquire through some bartering.
- If spending four or more hours in contemplation of fate, the Seer must sacrifice a creature or object of some value. The form of the sacrifice really depends on the insights sought – it might simply be the sacrificial slaughter of a common beast but, before a major battle or in a time of crisis, might require a human sacrifice.

### USING FATE POINTS

Fate Points are used to grant a one-off Boon (or Flaw) for one short activity, attack roll, or task. They can also be used to affect the outcome of a battle or situation and swing the odds in your favor as per Using Hero Points rules on pages 52 and 53.

The Boon can be granted to the Seer himself or to anyone of his choosing who is in line of sight. The same is true of a Flaw.

No task resolution roll is needed by the Seer – the Boon or Flaw automatically affects its target.

**Example:** Belgae Star-Browed is a Seer with a career rank of 2. Belgae spends two hours in deep contemplation as he brews a heady concoction of strong spirits and hallucinogenic fungi... which he saves for future divinations. This takes him two hours, so he receives 2 Fate Points.

Later, Belgae is in a public house with his hired guard and friend, Jom the Untidy. A bunch of drunken mercenaries start to harass them, so Belgae calls upon fate – and grants a Boon to his friend. Jom punches one of the thugs, receiving a Boon (“Blessed by Fate”) to his Attack Roll.

One of the mercenaries then attacks Belgae, who decides to rely on fate again. This time, Belgae’s player states that the drinks affected the thug more than he thought (using his last Fate Point for a “Twist of Fate”), and the thug receives a penalty die for his attack on Belgae.



### REGAINING FATE POINTS

Once a Fate Point has been spent, it is gone. As such, a Seer of rank 1 will be able to grant one Boon or one Flaw once before he must enter a divinatory trance.

A Seer may not enter a trance within 8 hours of their last trance, and never more than once in a single day.

# CHAPTER 5: MASTERING THE GAME

## MASTERING THE GAME

As a GM, you have a significant job to do. You need to know the rules, you have to design adventures and Sagas, and you need to have a cast of NPCs assembled to interact with the Heroes as they journey around the world. The nature of a simple game is that there aren't rules for everything, so you need to know when to apply the rules and apply common sense when the rules don't provide an answer. It isn't just the GM's job to make the game fun, though – that is a responsibility shared by the GM and players alike.

If you've run games before, then you probably know many of the tricks that you can use to keep a game going and maintain the players' interests. However, if you are new to running a game session, then the following paragraphs will help you. Even if you have been a GM in other games, you might find something helpful for your Fjarrstrand Sagas campaign.

The Fjarrstrand Sagas is not about the rules. It is about drama, excitement, and telling a good story. The rules are there to provide a structure to your game sessions, and to provide some of the answers to what will happen when characters do things.

The rules cannot possibly contain all of the answers though. You should try to get into the habit of choosing when to apply the rules strictly, and when to let them fall into the background for the benefit of the story.

**Example:** Die rolls are good to build an element of surprise into the actions of the players, but sometimes, when your scenario demands that the characters succeed, asking the players to roll dice can be a disaster if they fail.

A good rule of thumb is not to let a roll of the dice determine whether a character succeeds or fails in a task, but to determine the level of success or failure.

**Example:** Say a character is seeking information vital to the next part of the scenario but fails the Task Roll – you could decide that he picks up a few hints or finds out that some other person can help him, but he doesn't discover everything he wanted to know. Thus, the game doesn't stumble to a complete halt, as the players still have some leads and openings to continue the adventure.

## WEAVING THE ADVENTURE

Designing adventures can be a bit daunting for new GMs but the trick is not to overdo it. The more the adventure is planned out, the less easy it will be to play. There are plenty of adventure ideas scattered throughout this book so that you can just pick one, tweak it to suit, and run with it.

Beginning adventures can be simple tasks given to the Heroes by a powerful mentor like a wizened magician or noble. Once completed, the mentor can set the Heroes another task. This type of approach works for a while but soon gets a bit stale, so you will need to vary it. There are many ways to do this.

The best way to get the players involved in your adventures is to use the characters' back-stories to come up with adventures. If they have some Flaws that suggest an adventure (an "enemy" is always a good one), use them. Your players need hooks to get them into an adventure, so what better way than to use stuff the players have already written for you?

The Heroes' career paths often have useful hooks to spawn an adventure, or even enough to expand into a full Saga. A hunter could come across something out in the wilderness or forest – strange tracks, an unknown creature, or a dead body. A skald from some distant part of Fjarrstrand could come to the city where the Heroes are based, with a tale of ancient ruins and buried treasure, and that could lead to new adventures. Visions are sometimes a useful tool to hook the Heroes – a Seer's vision could be in the form of a riddle, or just of a faraway place or event. Be creative. Once you begin differing the way to introduce scenarios to the players, you will start to develop a campaign structure to your games.

Adventures can be one-off scenarios that begin and end after an evening's play. They can be designed like short stories, each of which is starring the same cast of characters (maybe with a slightly changed cast if players can't make it to the game or if new players come along). Best of all though, is when adventures are connected in some way, so what went on in the last adventure has a bearing on the next one. These are called Sagas.

Most classic sword-and-sorcery fiction is in short story format, so the stories placed an emphasis on quick action. In fact, the stories often start in medias res, "in the middle of things."

The settings of typical sword-and-sorcery stories are often grim places where life is cheap and questions of good and evil are purely academic. Unlike standard fantasy fare, where the action often revolves around protecting society from evil forces on a grand scale, sword and sorcery is on a much more personal level. The stories focus on survival and personal goals, not great quests to save the world. In fact, the stories often concentrate on anti-social activities, like thieving or piracy.

Sword-and-sorcery stories usually concern only one or two main characters. As the typical roleplaying group is larger than this, you do need to adopt some styles of play that might be considered slightly out-of-genre. One solution is to focus the action on a few “core” characters, while allowing other players to occasionally come in as “guest stars”.

**Example:** Conan often teams up with another character for a particular adventure and then, once the story is over, the two go their separate ways again.

Another solution is to make the characters part of a single group – a mercenary unit or thieves’ guild for example – and still use the overall feel of the sword-and-sorcery genre by focusing on individual motivations and survival goals rather than epic quests.

Even if you don’t go for one of these options, as long as you get the rest right, you needn’t sweat too much if your group numbers more than two players – a few concessions are always required with roleplaying games.

Your Sagas should include several of the following elements of a good sword-and-sorcery adventure:

- Being captured, only to affect a lucky or heroic escape.
- Blood-drenched altars to dark gods.
- Discovering great treasure hoards, and losing it all.
- Encountering mythic creatures (giant, elves, dwarfs, dragons, etc.).
- Exploring catacombs, tombs, and crypts full of traps and antediluvian horrors.
- Fighting pitched battles against hordes of Rabble.
- Finding remnants of forgotten civilizations (or them finding you!).
- Forced to fight for one’s life as an enslaved pit-fighter.

- Long-lost temples to primordial gods.
- Lost in the middle of the unmapped wilderness.
- Opposed by evil sorcerers and insane priests.
- Overcoming the whims of fickle gods.
- Rescuing beautiful maidens from the villain’s clutches.
- Savage tribes of cannibals.
- Sea battles and sea serpents.
- Strange aberrations that can nevertheless be put to the sword.
- Suffer a major setback by getting drunk, poisoned, or seduced.
- Swearing oaths to the gods.
- Thievery and skullduggery.
- Treasure maps of undiscovered lands.
- Untrustworthy companions, and being betrayed.
- Winning allies and gaining followers.

## tone and style

The sword-and-sorcery story is also very different in tone from the typical fantasy roleplaying game. The characters aren’t likely to be in the mold of the average heroic fantasy hero: the noble knight, or powerful magician. Instead, they will probably be outsiders and social misfits.

Their adventures will not be similar to the heroic fantasy adventures of world-saving quests that we often see, but are grim and often selfish. The adventures may end with no resolution or even in tragedy.

The role of magic in the game will likely be very different than many players are used to. Magic is dangerous and viewed with suspicion, and is usually reserved for non-player characters – like the evil necromancer that the Heroes have to remove.

Additionally, magic artifacts will be rare and quite dangerous for the same reason, and there is usually a terrible price for the power that they provide a character.

Magic weapons, for example, a staple of the average fantasy roleplaying game, are exceedingly rare in sword and sorcery, and dangerous to use.

**Example:** The best example of this is Elric’s demonic sword, Stormbringer, which on the one hand gives him immense power, but on the other, saps his life and makes him dependent on sorcery to live.

The main thing to remember is that the Heroes may be amoral, or may have a moral code different from that of society. Allow some leeway for their actions if they are not what you'd expect – in fact, you should actively encourage actions that might be frowned upon if you were playing another fantasy roleplaying game.

Ultimately the characters are Heroes and shouldn't do anything that would be construed as evil – just self-serving at times.

## SAGAS

Sagas are a series of adventures that usually have a common thread or greater goal that strings the adventures together. Sagas tend to have familiar elements throughout the adventures. These elements may be an ultimate aim for the players – perhaps they are trying to track down one very powerful foe, and each adventure brings them one step closer to their enemy.

Maybe the characters have their own personal agendas – a Noble might want to become the king or unite the fractured clans of Fjarrstrand. A Sailor might want his own longship, and an Artificer might want to find some great secret formula. These are the characters' long-term aims and so they should be working towards these things anyway. They make a fantastic way for GMs to come up with Sagas that the players would be keen to take part in.

Players might have other ideas for their characters and often these are a great source of material for GMs struggling to come up with adventures of their own. Don't be afraid to plunder the players' ideas for campaigns and adventures. It means they have a lot more personal stake in your game. Sagas work best when the player characters have lives of their own, too, and where you play out sessions that have a real meaning for their characters.

## RAILROADING

Railroading is a term used when you try to impose your scenario on the players, rather than letting the players interact with your scenario.

**Example:** Suppose, in your scenario, players should go to Stórrhafn to continue to the next part of the Saga, but they decide instead to steal a longship and go to the Bleikrbjargg Islands. Because this isn't what you wanted them to do, you make it virtually impossible, to the point of frustrating, for them to

steal the ship, and then more or less force them to journey to Stórrhafn instead. This is railroading.

The point is, players have their own desires, and sometimes what they want to do doesn't mesh with what you had planned for them. The thing not to do here is to try to force them back on track by making it impossible for them to go any further.

You can let them go off to the Bleikrbjargg Islands and have some crazy adventures there. Then you could throw something at them that turns their attention back to Stórrhafn and the adventure you originally had planned for them. Maybe a thief steals a rare amulet from them and the trail leads them to Stórrhafn.

Once you recognize what railroading is, you can actually use it in a subtler way that makes it seem like you are not railroading at all. This is much more acceptable to players – it is giving them the feeling that they are in charge of their character's destinies rather than you.

Ultimately, roleplaying is a game about choices. Players are free to go beyond the boundaries imposed in games such as board games, so you must often be prepared to improvise.

## IMPRISONMENT

Conan is captured many times – indeed, captivity and escape commonly occurs in sword-and-sorcery tales. However, it is a different story when you are an author with a plot in mind, to being a player with the feeling of losing your freedom. Any time there are constraints put on your actions as a player, the fun goes out of the window.

In many ways, imprisonment can feel like the ultimate railroad. You do have to tread very carefully when introducing such a loss of freedom to your games. Many players will have their characters fight to the death rather than be captured.

If there is only one way out of the dungeon, you'll find your players will be incredibly frustrated if they can't work it out. However, if the players trust you to provide plenty of escape opportunities, they will have less difficulty with you putting their characters into this position.

Maybe giving a suitable warning up front that there will be times their characters might be captured will be sufficient for some groups. All you have to do then is remember to reward any halfway-decent escape plan. Hero Points are great for this.

# CHAPTER 6: CHARACTER REWARDS

## REWARDS

When the Heroes have reached their destination, and met the final challenge, they should be richly rewarded for their endeavors. Adventurers don't put themselves into danger for nothing!

Rewards generally come in the form of treasure and experience.

**Hoard of Treasure:** Do not be stingy – describe the mountains of gold and baskets full of gems, the silver chalices and tiaras, the jewel-encrusted scepters and gold chased torcs, the chests overflowing with silver and the crowns that once belonged to lords, princes, and kings.

Tell them it is wealth beyond their imaginings – if they suggest counting up the value, just laugh at them! Have they turned into accountants all of a sudden? They can't take it all with them, only the choicest items. They can always come back for more!

## CHARACTER ADVANCEMENT

Characters get better at doing things as they complete their adventures and their fame spreads. However, they have to earn their improvements.

They do this at the end of the Saga they just completed, or before the beginning of the next one. Remember all that loot they picked up? Well, they have the chance to describe exactly what they did with it. They might live the high life for a few months, drinking or gambling it away. They might buy new weapons and armor (or get their old stuff repaired), or buy new mounts, or throw expensive parties, or spend it all on wenches. They might send expensive gifts to their friends. They might use it to buy a new ship or land, or pay off old debts.

This is the stuff of legends – it ensures that they are noticed, and helps their fame to spread. No-one was with them when they killed that troll in the depths of the forests of Myrkviðr, so how else are people going to know about it?



## GAINING ADVANCEMENT POINTS

Once the characters have described how they lost or spent all their fortunes, they can gain Advancement Points (AP). How many you give out depends on how they spent their loot to the best effect.

Normally, you would give out 2 AP. However, if their story is particularly good, amusing, or inventive, you can give out an extra point – especially if the way they construct their story gives you a lead-in to the next adventure. On the other hand, if the character keeps back some of the money, or is miserly with it, he gets only 1 AP.

**Example:** Cruach has just returned to Dunaval after exploring the ruins of a giant settlement in the Frystnær mountains. His player describes how he gambled, wenched, and caroused away the haul of gold and silver jewelry that he brought back, until he had just a handful of silver left. That earns him two AP.

However, he then describes how he is on his way to the tavern with his last bits of silver when he spots an interesting-looking map on the stall of a silver-haired trader from Nordmark. The map looks ancient and, the trader assures him, depicts an old dwarven forge that now lies beneath the town of Gamlsmie.

Cruach soon parts with the remainder of his silver to purchase the map. He is now penniless but can sense the possibility of another great adventure ahead. This is definitely worth the extra AP.

## SPENDING ADVANCEMENT POINTS

Advancement Points can be saved for later, or you can spend them to:

- Improve Attributes
- Train Combat Abilities
- Develop Careers
- Buy off Flaws
- Buy a New Boon
- Followers

**Improve Attributes:** These may be increased above their starting values. The cost in AP is equal to the current value of the attribute plus the new value of the attribute. So, to increase Strength from 1 to 2 costs 3 AP (1+2). From 2 to 3 costs 5 AP (2+3). However, to increase an attribute from –1 to 0 costs 2 AP.

Attributes can only advance to the next higher value in one go – that is, you can't jump from Strength 1 to Strength 3.

Humans have maximum attribute scores of 5 (unless a Boon permits a higher value).

**Train Combat Abilities:** Combat abilities may be increased above their starting values. The cost in AP is equal to the new value +1. So, to increase Melee from 1 to 2 costs three AP (2+1). From 2 to 3 costs 4 AP (3+1).

Combat abilities can only advance to the next higher value in one go, i.e. you can't jump from Melee 1 to Melee 3. To increase a combat ability from –1 to 0 costs 1 AP.

Humans have maximum combat ability scores of 5.

**Develop Careers:** Career ranks can also be improved. The AP cost is equal to the new rank, so to increase pirate from rank 1 to 2 costs 2 AP. To get from rank 2 to 3 would cost 3 AP.

A Hero can take a new career too - it costs 1 AP to get a new career at rank 0.

Humans have a maximum career rank of 5.

**Buy Boons and Buy off Flaws:** You may spend 2 AP to remove a Flaw, though some Flaws cannot be removed. You may also spend 2 AP to take a new Boon. Some Boons cannot be taken after character creation.

**Gain Followers:** You can use 1 AP to attract 10 Rabble followers (each with 2 Lifeblood). You can use 1 AP for a single Tough NPC follower (who you create according to the rules for Tough NPCs).

As your fame spreads, you may attract followers. These followers may travel and adventure with the Heroes. Followers could be crew on a ship, or warriors on a campaign.

They don't necessarily have to follow the Heroes everywhere, and some careers (for example, Thralls) aren't conducive to attracting followers.

Priests are likely to gain followers, but their followers are unlikely to want to venture much beyond their boundaries of their shrine, grove, or temple.

Of course, anyone that attracts too many followers might be seen as a threat – a noble or even the king might be concerned about a large number of mercenaries in the vicinity, for example.

Followers are best handled through roleplaying. The Hero's Appeal and careers will be things to consider when determining their followers' actions.

In general, the players should have control over their followers, who should only be given relatively mundane tasks. The GM will handle the NPCs by narration. The GM will determine the effect of the tasks given to the followers.

**Example:** The Heroes make a landing in their damaged longship. There are roughly fifty oarsmen plus the Heroes on the ship. The Heroes command the crew to make camp, repair the ship, hunt, procure water, and scout the area.

Dice rolls may be made by the players to accomplish these tasks. Beware – you don't want to roadblock the players over mundane tasks. The die rolls may just represent varying levels of success.

The GM narrates what the followers accomplished:

*"The crew sets up camp, with tents and fires etc. They fell a tree and will complete repairs by morning on the ship. The hunters were successful and return with several island goats and full water skins. Your scouts return with tales of a stone ruin in a secluded valley to the northwest."*

The players should be discouraged from using followers for tasks that they should do themselves. Heroes are supposed to lead and take the risks. If they use followers as 'meat shields', they will not gain advancement points. Followers will also abandon the party, if they think the Heroes are unfair.

Followers are a good opportunity to have would be Heroes in reserve. If a Hero dies during an adventure,

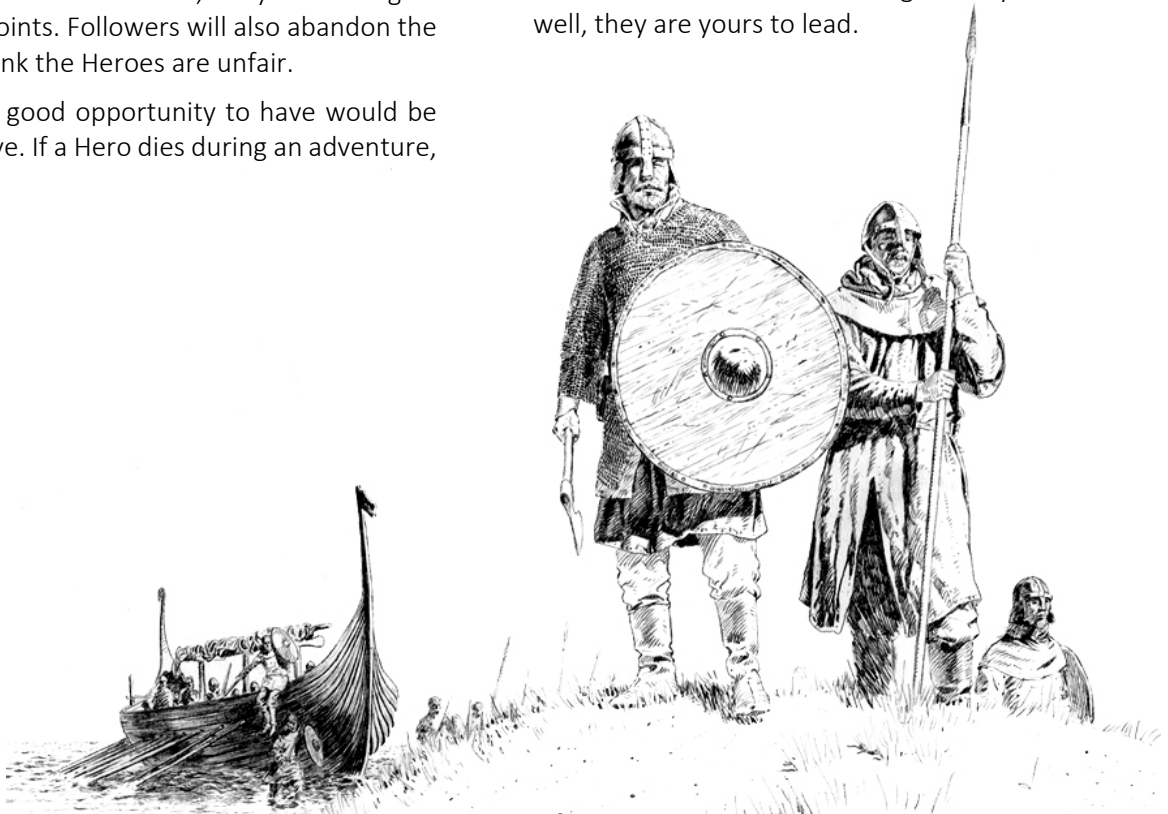
a player can make up another character. They have been with the party all along, as followers, and now have come to the forefront as a Hero in their own right.

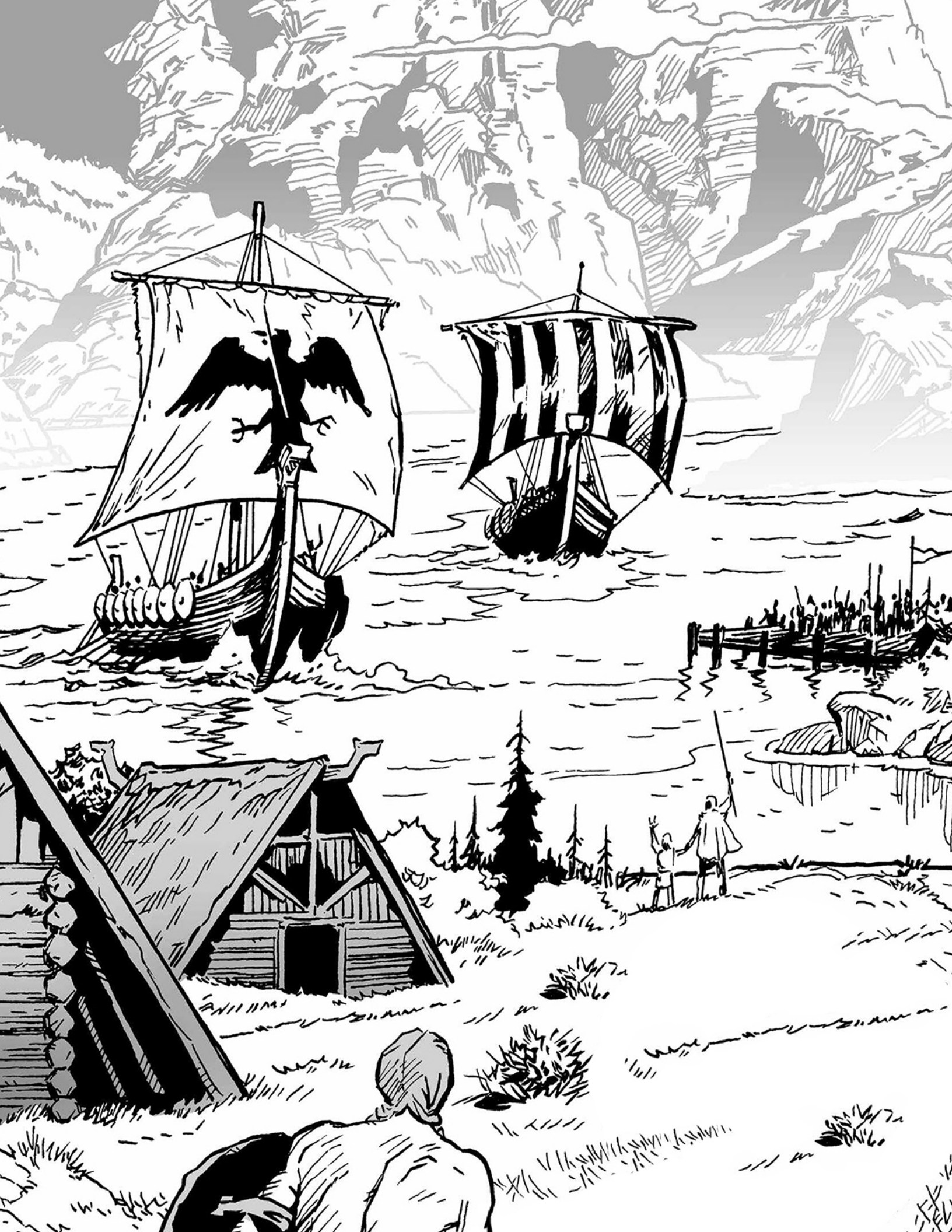
This allows the player to keep playing the adventure seamlessly. This can also be a chance for the player to have a couple of Heroes made up, and rotate them on separate adventures. This is not meant to suggest that the player play several characters at the same time, but to play one and have the other ones serve as Rabble followers (for now).

Followers are people specifically attracted to you that will do broadly what is expected of them in normal circumstances. Followers will handle everyday tasks, such as setting up camp, procuring supplies or scouting. They will fight if specifically taken on for that purpose.

If expected to do something beyond their normal duties, a Task Roll might be required, using Appeal and any appropriate career. If any are killed, in time you will attract more Rabble to take their place. This does not apply to Tough NPCs – if killed, they remain killed.

Followers are different from a unit of warriors your character is given to command in a battle, or to your congregation if a Priest, or your audience if a Tumbler or Skald. These people do not follow you – they are only "yours" fleetingly, and then they return to their homes, their families, their masters, or their king. Followers are different. As long as they are treated well, they are yours to lead.





# CHAPTER 7: FAITHS OF FJARRSTRAND

A common strand that unites Fjarrstrand's faiths is the shared belief in three, immutable laws of the universe:

1. That all living things must die,
2. That new life rises from the dead, and
3. That the Fates see the path of all things, living and dead.

As refugees who have clawed their way back from the brink of extinction, these facts of existence are a given... serving Fjarrstrand's stoic people as a cause for hope rather than despair.

Another commonality to all cultures is the importance of both generosity and hospitality; borne out the need to guarantee humanity's survival in a strange and dangerous land.

After nearly 600 years in Fjarrstrand, however, humanity's settlements and populace have grown to the extent that mankind's future is all but assured. This has led humanity to a drift away the virtues of generosity and hospitality, and return to the more warlike practices of their ancestors.

Finally, all cultures share a deep reverence for their ancestors, and a belief that all creatures have an everlasting spirit (hugr). These beliefs are held by all, though expressed differently by each culture.

**Priest:** Priests pay homage to all their people's gods but, at rank 1 or higher, must choose one above all the rest. At rank 0, Priests are still in training and do not devote themselves to any one god or spirit.

Each of the gods listed below has domains over which he presides (e.g. The Horned God is the lord of hunting, wilderness, and revelry, while Hel is the goddess of the death and despair).

## AUSTRMEN

The Northmen who came to these lands brought their beliefs and customs with them. At first, the religious practices and social mores of the Northmen mirrored those of their Viking and Saxon forebears. After nearly 30 generations, however, much has changed in the how their descendants, the Austrmen, worship, govern, and carry about in their daily lives.

The Austrmen rule lands bound by well-established codes of law, where titled jarls keep ledgers detailing the finances, resources, populace, steadings, and militia forces of their holdings.

A reserved and fatalistic people, the Austrmen still view honesty, hospitality, and stoicism as the foundations upon which their society is built. Now, however, laws have been put to pen detailing the legal precedents for the swearing of oaths, for breaking faith with others, for extending (and receiving) hospitality, and for the obligations and protections afforded to all free men.

In the face of the apparent death of Midgard, the Austrmen came to believe that their gods, too, had perished. In keeping with old customs, the dead are held in reverence; their worthy deeds recorded in sagas and historical chronicles penned by loremasters. At the same time, the dead are not the object of worship. Instead, Austrmen religion is tied to that which is deathless or will one day rise from death and return to glory.

The tripartite faith of the Austrmen, called The Covenant of the Ring, focuses upon the worship of The Norns, Hel, and Baldr.



### Baldr the Awaited, God of Renewal

Austrmen, like their Gamlegard kinsmen, link the death of Baldr to the destruction (and eventual salvation) of Midgard.

Baldr the Awaited, god of light, the arts, forgiveness, and purity, was slain by his brother, Höðr ages ago... long before Midgard fell to ruin. To this day, he still resides as Hel's honored guest in endless gloom of Niflheim.

It is fated that a day will come that Baldr will emerge from the mist-shrouded realm of the dead and lead

the Austrmen back to the reborn and resplendent realm of Midgard.

Baldr's ceremonies are often conducted at dawn, which is symbolic of his rebirth. The holiest of day for followers of Baldr is the spring solstice, though ceremonies to Baldr are also held at midsummer and at the winter's solstice. Temples built in his honor frequently face the rising sun and make use of small panes of colored glass, joined at the seams by beads of gold, silver or lead, to form windows.

### Hel, Queen of Shadows

The impassive and eternal lord of Niflheim, Hel is worshipped as the protector and keeper of the souls of the dead. As a people who have witnessed the horrors caused by the unquiet souls of the dead, offerings are made to her so that she might fortify the gates and walls of her prison-realm.

Of all of the gods, it is believed that Hel, alone, cannot die because she was born into both the living and dead realms.

Ceremonies dedicated to Hel are nearly all made at gravesites or beside deathbeds. The dead are often interred with tokens of wealth, as gifts to honor Hel, and with the tools that they used in life, so that they may use them in the afterlife. Hel has no proper temples, but has many gravesite shrines dedicated to her.



### The Norns, Spinners of Fate

Urðr ("that which happened"), Verðandi ("that which is happening), and Skuld ("that which should become") are jötunn sisters who dwell at the Well of Urd besides the roots of the fallen Yggdrasil. They weave and cut the threads that show the fate of all human beings and gods. Like all the elder jötnunns, The Norns are immortal, elemental beings.

The arrival of The Norns or Fates from Jötunheimr marked the end of the god's golden age, as the strands woven by the Wyrd sisters foretold the coming of Ragnarok, the "Twilight of the Gods".

The Fates are honored in birth ceremonies and at the start of new enterprises; with offerings made to the sisters in the hope of garnering their favor. These offerings often take the form of woven or knit banners, blankets, or articles of clothing.

### NORTHMEN HERO-GODS

The Gamlegard and, to a lesser extent, both Austrmen and Fraevolk revere the first leaders of the Northmen settlers of Fjarrstrand. These leaders were the longship captains who found the passage through the Mist Gate and led their people to salvation.

Once settlements were established in Fjarrstrand, it was these men who helped humanity to survive the perilous, early years upon these shores. The most prominent of these men include:

#### Agnar Keen-Eyed

Hero-god of sailors, navigators, leaders, and those who are lost at sea. He was the first ruler of the Austrmen, who organized the exodus of Northmen from Midgard's western isles. The osprey is often used as his symbol, for this was the bird that led his ship, The Winged Serpent, to the coast of Fjarrstrand.

#### Gran Ullrsson

Hero-god of hunters, archers, and explorers. Ullrson is said to be descended from the god Ullr, and is the jarl who led the Austrmen efforts to explore and expand Fjarrstrand's frontiers. His likeness is often carved in yew wood.

#### Egill Skallagrímsson

This warrior and skald helped Agnar to unite the various Northmen clans under his banner and is responsible for the penning the first code of laws for Austrmen settlements, The Woven Thread.

His sigil is a pair of hands clasping each other at the wrist.

## THE BRJOTABAND

The Brjotaband revere their ancestors and, more than any other culture, commit the deeds of their forebears to their memories. Though written histories have been scribed by Brjotaband scholars, the truest, time-honored way to carry such stories down the long years is through recitation. Whether tales told by a farmer's hearth-fire or stirring ballads sung before a noble court, it is only through inspired and impassioned speech and song that stories can be given their proper due.

The very act of committing these tales to memory strengthens the sacred bond forged with one's ancestors.

In addition to each family's honored dead, the following gods and legendary figures are worshipped throughout the lands of the Brjotaband.

### The Crow-Mother, goddess of Death and Fate

The Crow-Mother or Raven Queen is the Unshackled's goddess of fate, especially when foretelling doom and death in battle. In this role, she often appears as a crow flying above the battlefield.

In another guise, called the Washers in the Water, she appears as three young maidens who clean the war gear of doomed warriors.

Braegalic magicians and seers typically offer sacrifices to The Crow Mother in order to petition for her aid and the power of foresight.

### Lugh the Twice Born, God of Law and the Arts

Lugh is an ancient god of the Unshackled, associated with skill at many arts and prowess at arms, as well as oaths, truth, and the law. As a warrior-god, Lugh is said to have slain the Giant King of The Western Isles, Balor, when the Braegalic people first settled those lands ages ago.

He is said to have cheated death by being reborn as his own son. In this incarnation, Lugh is seen as a war-god and the patron of Unshackled berserkers; as well as the god of sacred oaths.



As with most gods, Lugh was said to have died in the great battle that brought chaos and death to The Western Isles of Midgard.

Worshippers of Lugh believe that a third incarnation of Lugh will return to lead them. In this guise, Lugh is seen as a god of light, order, rebirth, and prosperity. In this role Lugh is strongly associated with the harvest festival of Lughnasa, which is named after him.



## BRAEGALIC HERO-GODS

The Unshackled hold their dead ancestors, particularly those who have established clans or earned great renown, in highest esteem. All Braegalic tribesmen worship Bael the Sunderer.

### Bael the Sunderer

First leader of the Brjotaband, Bael was the thrall of Jarl Rolf Saeglafung in the southern marches of the Austrmen kingdom. Following the death of Mugain the Bloodletter, Bael organized Braegalic thralls to rise up against their masters. His stirring words and keen mind made him a natural leader of the Unshackled rebellion.

### Mugain the Bloodletter

Mugain was the enslaved concubine of King Hrogil Fork-Beard. After years of captivity, she killed him and displayed his severed head before his court. For her crime, she was publicly tortured, drawn and quartered. Her act of defiance led to uprisings throughout Fjarrstrand.

## FRAEVOLK

The Fraevolk, like other cultures, are animistic and hold the spirits of their dead sacred. At the same time, each Fraevolk clan worships a totem animal spirit, and erects circles of standing stones that bear its likeness in knotwork carvings.

Common totem animals include eagles, otters, bears, wolves, boars, and deer. Warriors of the Fraevolk often bear images of these creatures upon their bodies, and are said to invoke their spirits before battle.

Fraevolk do not build structures, other than their stone circles, at which to worship. Instead, they worship at shrines beside sacred springs, or atop stone-ringed hills that hold the remains of past lords. The souls of these departed lords are said to guide and protect the living.

It is rumored that some Fraevolk hold an unhealthy reverence for the alfar, and both act and offer sacrifices to appease elven lords.

Fraevolk priests often have one of the following spirits or ancestor-gods as their patron, though many ancestral and natural spirits also serve as patrons.

### Yngvi-Freyr, Father of the Scylfings

The Fraevolk are descended from Freyr of the Vanir. They trace their ancestry back to the great Scylfing kings of Midgard, also known as the House of Yng, and, through Frey, see themselves as kin to the alfar.

Shrines and ceremonies to the fallen Frey are common, with great feasts and revels taking place on the summer solstice. The Yule festival on the winter solstice honors Freyr with great fires and celebrations to ward off the dying of the sun and to keep despair from the hearts of men.



### Eikfaðir, the Great Tree

Each Fraevolk clan welcomes the coming of spring at the roots of a sacred oak, called Father-Oak. It is believed that the roots from this tree extend throughout the lands of their clanhold, and that desecration of this tree is punishable by death. The Eikfaðir and its acorns are symbols of life and rebirth.

### The Horned God, Lord of the Wild Hunt

Fraevolk dread this god, who is said to lead a stag or wolf-drawn chariot through the woods at night. He is attended by a pack of vargr wolves and the howling spirits of the dead. The Horned God is a death god, the patron of hunters, and the god of the wilderness.

The Horned God is also called The Green God. As the Green God, he is the patron of brewers and god of revels.

The Horned god is honored in revels that take place on the spring solstice and by solemn rites performed in midwinter. Both ceremonies take place at the edge of the wilds, at shrines marked by a stag's skull.



### Totem Spirits

Each clan reveres a chosen animal, representing it in carvings throughout their steadings and in images graven upon their skin. Each animal represents certain virtues, such as loyalty, bravery, vigilance, and/or cooperation, which members of that clan strive to personify:

Some spirit animals include: Bear (bjorn), boar (svinr), deer (heort), eagle (orn) elk (elk), otter (ottar), raven (rafn), and wolf (ulf).

## THE GAMLEGARD

The Gamlegard, as with all Fjarrstrandian human cultures, honor and revere the dead. Unlike other cultures, however, they reserve worship for The Fallen Gods of the Aesir. While they hold no malice against the Vanir, the Gamlegard believe that they are descended from the Aesir line and view them as ancestral spirits.

It is their belief that all the gods, save Hel, have perished; their spirits now residing within the gray wastes of Niflheim. Priests tell of a day when a great fleet of Gamlegard longships will sail into Hel's realm and win the freedom of the Aesir in a battle to rival Ragnarok.

The following slain gods are commonly honored with sacrifices and revelries within the festhalls of the Gamlegard:

### Baldr, God of Innocence and Forgiveness

The fallen, beloved god, Baldr, still resides as Hel's honored guest. His music and poetry is said to bring some consolation to those souls who dwell in the endless gloom of Niflheim.

Gamlegard priests note that his death precipitated the events that led to Ragnarok, and prophesy that Midgard will stand in ruin until he is freed from Helheim (Niflheim).

While rarely invoked, due to his passive nature, Baldr is seen as a messianic figure.

### Bragi, God of Skalds and Peace

Bragi, son of Óðinn and the giantess Gunnlod, was the Skald of Asgard and one of the few gods who was welcomed in any world by any people. Rather than earning renown a warrior, he was diplomatic and sought peaceful resolutions to conflicts.

He is celebrated at feasts through music, poetry, and the drinking of mead... for his birth resulted from Óðinn's quest for the Mead of Poetry.

### Frig, Mother-Goddess

The spirit of Frig, wife of Óðinn and mother to Baldr, is invoked in all ceremonies related to the blessings of marriages, births, and homesteads. Stricken by grief after the deaths of her beloved Baldr and of Óðinn, it is said that Frig died of grief. Her funeral pyre is the ever-burning hall of Valhalla.

### Heimdall the White, the God of Vigilance

The son of Óðinn and nine mothers, Heimdall Gold-Tooth is revered for his role as the tireless watchman

of the gods, as the harbinger of their ultimate doom, and as the slayer of Loki the Traitor in those last moments as the burning world sank into the rising seas.

### Mimir, Giver of Wisdom and God of Foresight

Mimir died ages before the fall of the gods, slain by the Vanir, who had held him hostage, during their war with the Aesir. Óðinn preserved his head, and often consulted it when he needed wise counsel.

Gamlegard seers and judges still seek Mimir's wisdom and foresight. The ever-bleeding head was thought to be the source of the legendary Mimir's Well.



### Óðinn the Twice-Slain, Giver of Runes, Bringer of Victory, and Lord of the Hunt

No god is held in higher esteem, or has more titles, than Óðinn the All-Father, who strove constantly to unlock the secrets of the universe. In this quest, he hung from Yggdrasil for nine days as he bled out; pierced by his own spear (Gungnir), until he was able to learn the secret of runes. At Mimir's Well, he gave his left eye in exchange for a drink from that font of wisdom and foresight. The secrets of runes, the

ability to foretell the future, mastery of poetry, battle-blessings, and divine inspiration were his eternal gifts to mankind.

Óðinn is also the father of Thor, Baldr, Heimdall, Höðr, Hermod Swift-Footed, Hildólfr the War-Wolf, Meili the Odd, Víðarr and Váli. All Gamlegard jarls trace their lineage back to the All-Father.

Rituals that honor Óðinn often take place beneath ash trees, because it is the tree used to make spears (Óðinn's weapon) and because Yggdrasil is typically represented as an ash tree.

### Rán, Goddess of the Sea

Rán, the wrathful goddess of the sea, is worshipped by sailors. Sacrifices are made to appease her, in the hopes that she will not bring calamity to an ocean voyage. Those who drown are said to dwell within her hall, which stands just beyond the gates to Niflheim. She is believed to be locked within that hall, following her death; though she still is thought to have power over the oceans.

Sacrifices and rituals to Ran are always conducted at sea or in the tidal waters of the shoreline.

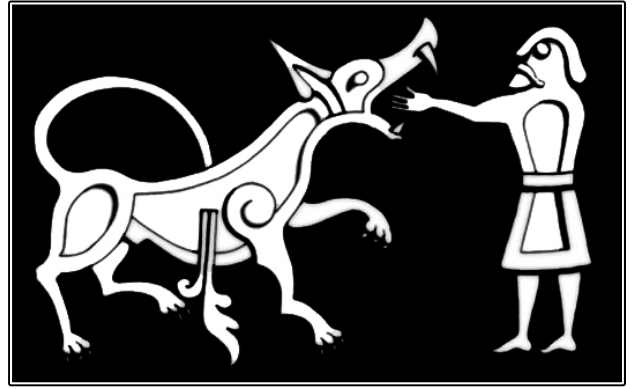


### Thor the Thunderer, Protector of Men

While Óðinn is chief among the gods, Thor is the most invoked in prayer and in the tales of the Gamlegard. Thor, god of storms, strength and fertility, was most like those who worshipped him... impulsive and prone to bouts of anger, given to excessive feasting and carousing, and both generous and bluntly honest in his dealings with others.

Farmers, warriors, and sailors all offer sacrifices in his name because, more than any other god, Thor acted as humanity's guardian. Rituals to Thor commonly

take place in the shadow of great oak trees, for they are linked to Thor.



### Týr One-Handed, God of Law and Justice

Týr, like Óðinn, was a god of war whose words could stir men to strike but could never serve to reconcile them.

When the gods were faced with the ever-growing threat of Fenrir Wolf, son of Loki, it was Týr who interceded on their behalf. The gods feared for their lives, and so endeavored to tie up Fenrir in fetters from which he couldn't escape. When Fenrir laid eyes on the silken strand that would eventually bind him, he was suspicious, and declared that he would only allow the gods to put it around him if one of them would stick an arm in his mouth as a pledge of good faith. Only Týr was willing to do so. When the wolf found himself unable to break free, he bit off Týr's forearm.

Týr, with his sacrifice, showed himself to be the foremost god of law by sacrificing one of his arms to uphold the gods' oath. As such, Týr's name is commonly evoked in legal proceedings and in clan meetings.

### Víðarr and Vali, Gods of Vengeance

Víðarr, who slew Fenrir after Óðinn fell to the great beast, is the silent god of vengeance. It is believed that he was born solely to strike down his father's killer and, from him, the practice of swiftly and silently exacting vengeance is taken.

Víðarr's left boot, which he used to pin Fenrir's jaw to the ground, was made from countless strips of leather left over from the creation of the all boots and shoes.

His brother, Vali, was born and grew to adulthood in one day, for the sole purpose of avenging Baldr the Beloved. His brand of vengeance was striking in its brutality, as Vali killed Höðr, who unwittingly slew Baldr, and then bound Loki with the entrails of his son, Narfi.

## STÍGRANDI

The religion of the Stígrandi people is informal, drawing from elements of both Northmen and Braegalic customs and faiths. There are no churches or great monuments, nor is there a church organization or hierarchy.

Families sometimes have small, portable, shrines dedicated to revered ancestors. Families may look to an elder, or more spiritually inclined relation, for guidance on more esoteric issues or to perform a ceremony at the birth, death, or marriage of a kinsman.

The Stígrandi have a rich cultural heritage with a long-standing oral tradition that unites them even as their people spread out through Fjarrstrand. Out of this oral tradition comes many songs and stories that celebrate the history and values of the Stígrandi.

### The Three Queens, Goddesses of Fate

Like both the Northman and Braegalic people, the Stígrandi believe that fate guides their lives. In so much as they worship anything, the Stígrandi worship The Norns, whom they called The Three Queens. This worship usually takes the form of small offerings, divinatory rituals, and numerous superstitious practices.

### CREATING NEW GODS AND DOMAINS

Players have free reign to come up with their own hero-gods, with new domains, for their priests. When doing so, keep the culture of that god's people in mind.



# CHAPTER 8: THE GAZETTEER OF FJARRSTRAND

## THE HEAVENS

The people of Fjarrstrand no longer remember whether or not they gaze upon the same sky that arced over the lands of Midgardr. When they arrived upon these shores nearly 600 years ago, they carried with them no written account of their former home's sun, moons, and stars; and navigators did not chart the stars that guided their voyages.

**The Sun:** Fjarrstrand's sun, often veiled by fog or clouds, travels over Fjarrstrand once per day. She rises out of the eastern mists each morning and settles down each night beneath the vast western wilderness. In the summer months, the sun arcs slowly over the face of Fjarrstrand, bathing her in light for twice as long as in the depths of winter. Each day is divided into 9 parts: Midnight, early morning, dawn, mid-morning, noon, afternoon, evening, dusk, and night

**The Three Moons:** The sagas that tell of Midgardr's doom speak of Hati and Skoll, the sons of Fenrir, devouring the moon and sun. As such, it is assumed that Midgardr's sky was only crossed by one moon. In these lands, three Sister-Moons run their course across the sky.

- Svanhvít or "Swan-White" crosses the sky once each night from west to east.
- Svipul, "The Changing One," shows an everchanging face as she makes her journey each night. She follows in Svanhvít's wake and is sometimes called The Handmaiden. She is half the size of her sister.
- Sveið, "The Hidden One," is the smallest of the sisters and is rarely seen. The silvery disk of Sveið is seen, either at night or by day, at seemingly random intervals and arcs. When she casts her gaze over the land, storms and tides become more erratic and dangerous.

**Calendar:** Northman once reckoned that the year was divided evenly between summer and winter, and had no accurate counting of the days. Scholars now fix the number of days in a year at 364, divided into 13 months of 28 days.

Each month begins when both Svanhvít and Svipul are new moons; barely seen as thin slivers of white and silver. From the 1<sup>st</sup> day of the month until the full moons of mid-month, the faces of the two Sister-Moons gradually wax full. On the night of the 15<sup>th</sup> both moons are full. From the 15<sup>th</sup> until the 28<sup>th</sup> of each month, the moons wane until new moons mark the beginning of the next month.

**Months:** The year begins in the depths of winter, when fierce storms and bitter cold grip the land, and night lasts twice as long as daylight. The winter solstice, also called midwinter or Yule, marks the start of the year, with midsummer marking the midpoint of the year. Each month is associated with a particular animal. The following months make up each year:

1. Yule or Fest-Time falls in midwinter. Yule is associated with the stag, due to the month's ties to The Horned God.
2. Mörsugur or Marrow-Sucking spans mid-to-late winter. These lean times are linked with the prowling wolf.
3. Vindemoðr or Wind's Wrath is marked by the violent winds and storms that come with winter's death throes. The snowshoe hare is used to represent the month.
4. Vakirblóm or Waking Bloom falls in early spring, when trees and hardy flowers bud and start to bloom. The bear, emerging from its long slumber, represents this month.
5. Plógrvöll or Plough-Field is the mid-spring month. The migrating goose is this month's symbol.
6. Hríðlúka or Storm's End falls in late spring and is represented by the fox.
7. Heyannir or Haymaking is the time for the cutting, drying, and stacking of hay. It falls in early summer. The rooster that calls farmers to their work is used to represent this month. This month's full moon marks the mid-year.
8. Sól or Sun is the month of the sun and spans from mid- to late summer. The snake that basks in the sun's warmth is linked with this month.
9. Eplirauðr or Apple-Red is late summer through early fall when fruit ripens and is

gathered. The squirrel who scurries about gathering fallen fruit and tree nuts is the symbol of this month.

10. Haust or Harvest is the mid-autumn month. The raven that scavenges the dead after post-harvest raids represents this month.
11. Jarðahveit or Sowing, is when fields are tilled, winter wheat seeds are sown, and millers grind up dried grains for the coming winter. This mid- to late autumn month is represented by the pheasant which is hunted in this season.
12. Gormánuður or Slaughter falls in early winter, when animals are slaughtered and meat is salted for the long winter months. The wild boar symbolizes this month.

13. Afeldr or Hearth-fire falls in early-mid winter, when folks stay indoors for much of the day. The mouse, who nests in the thatch and rafters, is the symbol for this month.

**Weekdays:** Most of the seven days that make up the week take their names from the fallen gods of the Aesir. Even the Brjotaband use these day-names, in spite of their Northmen roots:

- Sunnudagr: Sun Day
- Mánirdagr: Moons' Day
- Týrsdagr: Tyr's Day (War God)
- Óðinsdagr: Odin's Day
- Thórsdagr: Thor's Day
- Frjádagr: Frigg's Day
- Laugardagr: Bath Day

Date		Fest-Time	Marrow-Sucking	Winds-Wrath	Waking-Bloom	Plough-Field	Storms-End	Hay-Making	Sun	Apple-Red	Harvest	Sowing	Slaughter	Heath-Fire
First Lunar Quarter	1 <sup>st</sup>	(	(	(	(	(	(	(	(	(	(	(	(	(
	2 <sup>nd</sup>	2	30	58	86	114	142	170	198	226	254	282	310	338
	3 <sup>rd</sup>	3	31	59	87	115	143	171	199	227	255	283	311	339
	4 <sup>th</sup>	4	32	60	88	116	144	172	200	228	256	284	312	340
	5 <sup>th</sup>	5	33	61	89	117	145	173	201	229	257	285	313	341
	6 <sup>th</sup>	6	34	62	90	118	146	174	202	230	258	286	314	342
	7 <sup>th</sup>	7	35	63	91	119	147	175	203	231	259	287	315	343
Second Lunar Quarter	8 <sup>th</sup>	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾
	9 <sup>th</sup>	9	37	65	93	121	149	177	205	233	261	289	317	345
	10 <sup>th</sup>	10	38	66	94	122	150	178	206	234	262	290	318	346
	11 <sup>th</sup>	11	39	67	95	123	151	179	207	235	263	291	319	347
	12 <sup>th</sup>	12	40	68	96	124	152	180	208	236	264	292	320	348
	13 <sup>th</sup>	13	41	69	97	125	153	181	209	237	265	293	321	349
	14 <sup>th</sup>	14	42	70	98	126	154	182	210	238	266	294	322	350
Third Lunar Quarter	15 <sup>th</sup>	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾
	16 <sup>th</sup>	16	44	72	100	128	156	184	212	240	268	296	324	352
	17 <sup>th</sup>	17	45	73	101	129	157	185	213	241	269	297	325	353
	18 <sup>th</sup>	18	46	74	102	130	158	186	214	242	270	298	326	354
	19 <sup>th</sup>	19	47	75	103	131	159	187	215	243	271	299	327	355
	20 <sup>th</sup>	20	48	76	104	132	160	188	216	244	272	300	328	356
	21 <sup>st</sup>	21	49	77	105	133	161	189	217	245	273	301	329	357
Fourth Lunar Quarter	22 <sup>nd</sup>	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾
	23 <sup>rd</sup>	23	51	79	107	135	163	191	219	247	275	303	331	359
	24 <sup>th</sup>	24	52	80	108	136	164	192	220	248	276	304	332	360
	25 <sup>th</sup>	25	53	81	109	137	165	193	221	249	277	305	333	361
	26 <sup>th</sup>	26	54	82	110	138	166	194	222	250	278	306	334	362
	27 <sup>th</sup>	27	55	83	111	139	167	195	223	251	279	307	335	363
	28 <sup>th</sup>	28	56	84	112	140	168	196	224	252	280	308	336	364

## BODIES OF WATER

**Fastrstraum Vagr:** The Swiftwater confounds sailors with swirling, often-changing currents that threaten to dash ships on the shoals and outcroppings that mark the coastline. Shifting air currents and sudden storms that descend from the Hatisnær Mountains also challenge those who ply these waters. Rocky shorelines and cliffs are found along its coast, with dense forests crowding the edge of the land.

**Haskibight:** The Fell Bight, also called The Witchwater, is rife with shoals and jutting rock formations. Vast saltmarshes dominate the coast about this great bay, with mudflats extending up to a mile into the bight at the low tide. Winding channeled wetlands are said to be home to ill-tempered trolls and pirate crews. The deep harbor at Sunderport allows for ships to beach even at low tide.

**Indrelogr:** The Inner Sea is a crystal clear, massive lake that is fed by run-off from the surrounding mountains. Not many ships navigate its calm waters, other than logger-rafts and fishermen out of the frontier town of Hammerhall. The fresh water of this lake is exceptionally deep and icy, blanketed in thick mist most summer mornings.

**Montjörn:** The Moon-Lake of southeastern Myrkviðr has numerous settlements of Fraevolk on its shores because its clear, mountain-fed waters are teeming with fish. Small, rocky islands dot the lake, which is often wreathed in mist.

**Niflmarr:** The churning waters of The Sea of Mists are frequently traveled by Gamlegard crews, in spite of vast banks of fog that blanket its northern and eastern waters, and despite the violent storms and dead calms that plague its waters. The waters north and east of the Mistgate islands are particularly treacherous and perpetually obscured by mist. Islands within the fog are thought to be home to storm giants or the unquiet dead.

**Rásilmar:** The Channel of Horses has strong easterly currents and is home to pods of dolphins and pilot whales. The shoreline of Marginch Island, to the south, and the Braegalic mainland, to the north, alternates between sandy beaches and saltmarshes.

**Rikrsund:** The waters of The Great Sound are relatively calm; cradled by the surrounding lands so that its waters are not disturbed by the frequent storm swells common to both Niflmarr and Riðhaf.

These waters are abundant with ocean life, a source of bounty (and conflict) for the Austrmen and Gamlegard people. Gamlegard raiders out of Vestrvik have become regular threat to these waters; resulting in the formation of Austrlund's Sundrgart (Soundguard) to patrol these waters.

The coastlands along the northern edge of the sound have many long, narrow, and deep inlets with high cliffs. The harbor near the fortress of Vestrvik, however, has a rocky beach surrounding its deep bay, making the nearby town of Vikhöfn an ideal port. Its other coastal borders are made up of densely forested, rocky shorelines and cliffs.

**Riðhaf:** Sailors on Stormsea often contend with strong winds, significant swells, and sudden storms. Both Gamlegard vikings and Braegalic pirates ply these waters, as do numerous trade, fishing, and whaling ships. The legendary Kraken is said to make its home in these waters. The coasts along this body of water vary between stretches of shingled beaches, mudflats, saltmarsh, granite cliffs, and rocky inlets.

**Rimhaf:** The Frozen Sea is rarely ventured into, as sailors have little cause to venture this far north. Icebergs and thick mists are common here. It is said that a realm of endless ice lies north of Rimhaf.

**Skuggsjalogr:** The Mirror Sea is unnaturally calm and is seemingly untouched by tidal action or winds. Sailors fear these becalmed waters and say that alfar warships patrol it. The rocky coastline of The Mirror Sea has narrow beaches bordered by towering and deep-shadowed forests.

**Stórrvik:** The Great Bay is the most-traveled body of water in Fjarrstrand. Fishing boats, merchants, patrol ships, whalers, and pirates are found upon its waters; even in the winter months when the seas are too rough and the weather too unforgiving for travel. The Great Bay is, by and large, easy to navigate; though storms and gales (particularly in the waters off of Kaupenborg) sometimes test sailors' mettle.

The rocky coast of Stórrvik has many small inlets overlooked by cliffs. Its southern coast is mostly comprised of saltmarshes, with rock-beached harbors at the ports of Abon, Tyne, and Newbridge. The coast east of Newbridge rises to sheer chalk cliffs of greenish white. The coast between Abon and Kaupenborg is dominated by mud-flats and narrow-channeled saltmarshes.

## FORESTS

**Askrholt:** The Ashwood is rich with game and logged for ash, rowan, birch, and larch. An ancient and powerful witch is said to haunt the upland forests near the Innsgeirrs.

**Breiðskogr:** This forest, The Broadwood, runs along Austrelund's eastern coast, from the Tryssil River to the edge of the Göta-älv River. This forest is difficult to traverse due to its uneven terrain, rocky crevices, heavy undergrowth, and numerous wetlands within it.

**Cruagh:** This forest of birch, oak, maple, spruce, yew, and juniper is named after a cunning and ruthless leader of the Brjotaband rebellion. Ironically, Cruagh is Braegalic for "branches."

**Dúnna Rí:** The King's Fort forest of the Braegalic cape, like the Cruagh Forest, served as a staging point and refuge for Brjotaband rebels. Bael the Blessed conducted devastating raids and led numerous ambushes against Austrmen forces from the shelter of this forest. The yew trees of this forest are used to make exceptional bows.

**Freyrskógr:** Frey's Forest is the fiercely protected domain of the alfar. Most human explorers who have wandered within have never returned. Those who made it back to the lands of men, many months or years later, shared tales of the otherworldly elven realms and people. All who have lived amongst the elves tell tales of their beauty, grace, and many gifts; as well as of their caprice, arrogance, and casual cruelty.

**Fýrisfetill:** This vast forest of spruce, pine, rowan, and birch covers the hills, granite outcroppings, and steep ravines between the Rjúkafýrr Mountains and the jagged fjords that line the coast. Small settlements of loggers, charcoal burners, and miners are found within The Pine Belt.

**Gearagh:** The River of Trees runs between the Mulcair River and the rolling meadows and grazing pastures that surround Lochlann's Fall. Like the other forests of this cape, The Gearagh is made up of birch, oak, maple, spruce, yew, and juniper trees. It is rich in game and its many broad streams and ponds are home to trout, perch, pike, and salmon.

**Heimviðr:** The Home-Forest is comprised of birch, fir, oak, maple, spruce, yew, and juniper trees. It is a place of abundance, with herds of deer and flocks of game birds. Its streams and lakes are home to trout, perch, pike, bass, and salmon. Austrmen nobles often

hunt within, with forest woodwards guarding against poachers in these royal game preserves.

Loggers, charcoal makers, and miners have set up small settlements along the edge of this forest. Gold and iron are found within the forested foothills and rocky gorges that border the Eldbálkr Mountains.

**Hljóðrholt:** The Quietwood is an eerily silent place, carpeted in ferns, moss, and brambles. Small streams course throughout it, and small ponds and meadows are found within. While animals and birds are seen through the thin wisps of mist that are common to these woods, the place is nearly devoid of sound.

Men find the place so disconcerting that no settlements are found within, and hunting parties commonly return from the woods empty-handed and spooked.

**Langviðr:** Made up spruce, pine, fir, rowan, ash, larch, and birch, the Longwood covers the foothills and rocky promontories between the Orkla River and the great stretch of heath north of Grimstad. Small settlements of miners, loggers, trappers, and charcoal burners are found within.

**Lillemark:** The forest of the Little March runs along the southern edge of the Scyldweall range. The forest covers rocky hills, and contains numerous streams and brackish ponds. Near the sea, the forest gives way to bare granite promontories and shingle beaches. Small communities of charcoal makers, loggers, trappers, prospectors, and miners dwell within it.

**Mistwood:** The Mistwood is a fog-shrouded place that borders the Trowsmyr. The forest has many stretches of bog and pine barrens in its western expanse. Forested hills rise out of these lowlands and continue to the east. This stretch of forest is logged and frequented by hunters out of Graighan and its surrounding settlements.

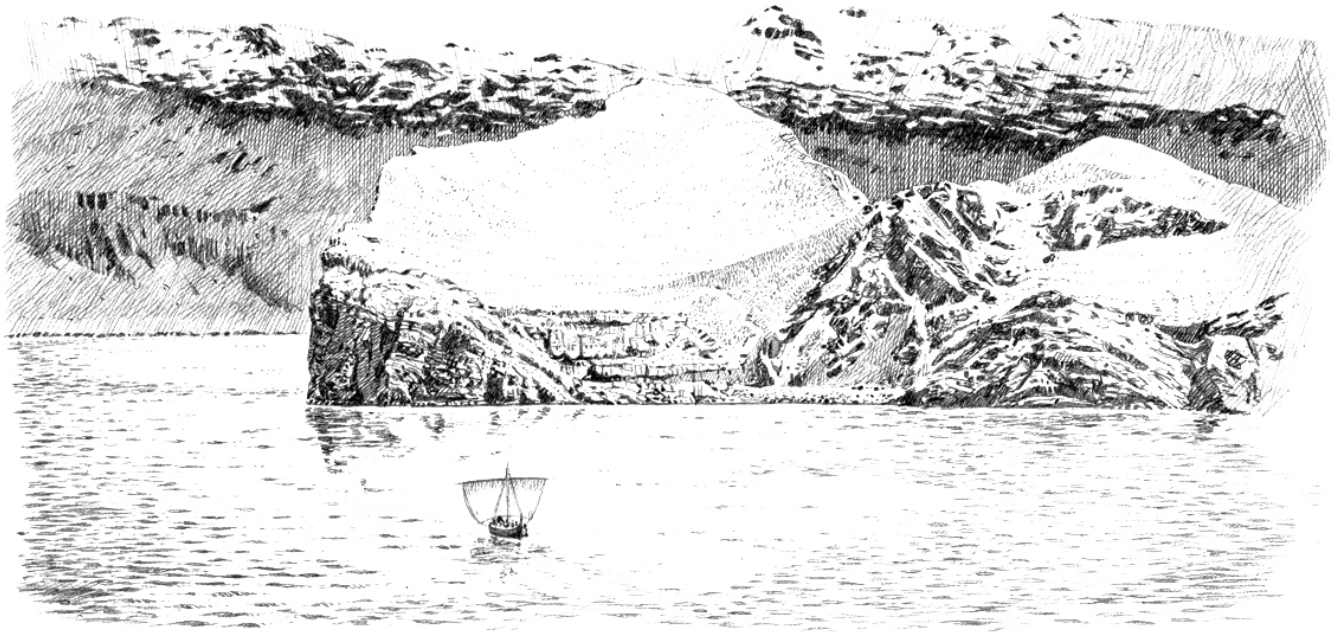
**Myrkviðr:** The Forest of Shadows is an immense and ancient forest that, along with the Freyrskógr, covers the majority of Fjarrstrand's interior. Much of the forest is made up of rough hills and ravines, with numerous lakes, ponds, and wetlands within. The forest is made up of nearly every type of tree known to the people of Fjarrstrand, including spruce, pine, fir, rowan, ash, larch, birch, oak, maple, yew, and juniper.

The forest that borders the eastern edge of the Ráð river is a cursed place, avoided by men and beasts; a

place of both wild growth and decay. It marks the western edge of Fraevolk lands.

**Vestrholt:** Westwood, like the neighboring Heimviðr, has a profusion of game and fish, and is made up of beech, birch, fir, oak, maple, spruce, yew, and juniper

trees. A wilder forest than the Heimviðr, the Vestrholt has rough terrain, rocky crevices, and heavy undergrowth. Ponds and rocky-bedded streams give way to bogs and pine barrens on the western edge of the forest.



## ISLANDS

**Bleikrbjargg Isles:** The home islands of the Gamlegard are protected by treacherous waters and a coastline that alternates between jagged, rock-cliffed inlets, and vast wetlands. The few easily navigable inlets that exist have been settled, and are home to the formidable Gamlegard fleets.

All the islands are rocky and plagued with mist, frequent rain, and wind gusts out of the north and west. Farmers tend to grow highland cattle, sheep, and whatever vegetables they can in these parts; mostly leeks and root vegetables. Many look to fishing or hunting for sustenance.

The forests circling the mountain of Veðrfana (Weather Vane) provide oak for the making of ships and are favored by Gamlegard nobles because of their abundance of game animals. Boars, in particular, are plentiful within the oak forests of this island.

The southernmost island of the chain is a wind-swept and desolate place, with only a few fishing villages and farmsteads upon its heather and gorse covered highlands.

**Broddrsker:** The Spear Point isles are separated from the Fjarrstrandian mainline by the Askapt Strait. The island provides ash and pine, as well as amber, furs, and iron ore. The island's southern half is the most densely populated land in Fjarrstrand, with 3 large

towns and over a dozen small villages made up of miners, fishermen, loggers, trappers, shepherds, and sailors.

**Hausstaðr:** The Place of the Skull is a desolate place of wind-blasted heath and tundra. Its central mountain peak rises abruptly out of the surrounding highlands. Seal hunters and whalers have been known to take shelter upon this island, despite rumors of jötunnkind settlements.

**Marginch:** The Island of Horses is made up of forested hills and rolling meadows that are home to hundreds of wild horses. Other than the port town of Marchleb, there are no large Brjotaband settlements on the island. The Öndvegissúlur mountain range forms a steep, iced peaked ridge that divides the island from north to south.

**Mistgates:** The Mistgates are a desolate place of black lichen heath and icy tundra that are concealed in thick fog most of the time. Seals, puffins, walruses, and polar bears are found here; and are the main source of sustenance for the unlucky souls who garrison Gatastaðr in the summer. Ice floes and glaciers make the waters off of The Mistgates treacherous, and storms frequently descend out of the north to batter these lands.

**Mugin's Tears:** These hilly, meadowed islands off the Braegalic cape are home to shepherds, farmers, and

fishermen. The bounty of these islands makes them a frequent target of Gamlegard raiders. The fortified port town of Muginshed has a growing fleet of patrol longships, in the hopes that increased patrols will deter future raids.

## MOUNTAINS

**Broddrsker:** The Spear's Point mountain rises sharply from the forested foothills that surround it. Iron and tin are mined throughout the area.

**Eldbálkr Mountains:** The Old Ridge is an ancient, majestic, and heavily eroded mountain range in the heart of the Austrmen mainland holdings. The heath and forested foothills that border this range are rich with game. Gold, lead, and iron are mined in its hills and uplands.

**Frystnær:** The Frostpeaks serve as the western border of the Fraevolk holdings. The range is high impossible to cross due to its steep inclines, lack of safe mountain passes, and the great height of its peaks. Iron and silver mines in its foothills have led to the establishment of several fortified villages in the Langviðr Forest, north of the Orkla river.

**Hatisnær and Skollasnær:** These mountain ranges, named after Skoll and Hati, devourers of Midgardr's sun and moon, may be part of the same range. Only the northernmost foothills and lower passes of the Skollasnærs and southernmost expanses of the Hatisnærs have been explored. Those who have ventured further inland have never returned.

**Hausstaðr:** This mountain shares its name with the island it dominates. A barren and jagged spur of rock, this mountain juts from the surrounding highlands like a bone protruding from flesh.

**Innsgeirr:** The Spear mountain range forms the spine of the island of Broddrsker. Its northernmost peaks fume with a constant stream of smoke, and small quakes often rattle the northern end of the island. The wealth of iron ore in these mountains has led to the settling of numerous mining towns on the island.

**Jotunrforca:** The Giant's Pitchfork and the Rjúkafýrr mountains all fork off from the largest mountain range of Fjarrstrand. While the southern reaches of these mountains have been prospected for ore, explorers have not journeyed northward due to the sheer height, steep ascents, and unpredictable weather of the higher climes. Giants (and worse) are said to live in the high passes and icy tarns of these mountains.

**Öndvegissúlur:** The Pillars that rise out of the island of Marginch's upland hills have sheer, cliff-like ascents for much of their length. Rockslides and avalanches are common due to the range's steep inclines.

**Rjúkafýrr:** The Smoking Forge mountains are named for the white plumes of steam that rise from their depths, as well as for the veins of iron ore found within. Mining settlements have cropped up in the shadows of these mountains, and the frontier ports of Gamlsme and Wichtby have grown into large towns within the span of a decade. The foothills of these mountains are forested in pine, birch, rowan, and larch trees. It is rumored that dark shapes prowl in the shadow of the mountains.

**Scyldweall:** The Shield Wall mountains are essential to the Gamlegard people; its valleys and foothills sheltering the towns of Fljótburg and Scyldhöfn from the strong gales that often blow out of the north, and its towering peaks shielding Austnaeyjar from the storms and winds that batter the island's northern half. Veins of iron and silver mined along its southern edge have improved the fortunes of the Gamlegard.

**Veðrfana:** The Weather's Vane is so called because drifts of icy mist and snow from its peak show the direction and strength of prevailing winds. It acts as to shelter for the Gamlegard port-city of Valgard, and is rich with gold and copper deposits.

**Völvasgnípa:** The Witches' Peak is a massive, conical mountain that rises out of the highlands south of the Trowsmyr wetlands. The bleak and wind-tortured place is surrounded by miles of desolate heath.

**Wyrmesporða:** This mountain chain forms the backbone of the Brjotaband territories. An old and weathered range, the Wyrms' Tail is wreathed in forested foothills and valleys. Hunters, loggers, shepherds, and miners live in its shadow.

## RIVERS

**Albinn:** The forked White River makes its way down from the mountain highlands to the sea. The river is edged with wetlands for much of its length.

**Floðvatn:** The Floodwash is a branching, wetland-bordered stretch of river that makes its way into the marshlands of the Eyfloð. The western branch of this waterway makes its way to the Rickrsund at the fortified town of Meresborg. This river marks the border of the Austrmen's western frontier.

**Göta-älv:** The River of the Gotrmen carries ore and timber out of foothills of the Eldbálkr Mountains, as well as serving as a major trade route between the Austrmen and Fraevolk.

**Haertalv:** The swift-flowing Hart River flows out of the Eldbálkr Mountains until it reaches the Askapt Strait at the town of Harvar. Farms, loggers, miners, and fishermen have small settlements all along its length.

**Klaräl:** The Clear River flows out of the Eldbálkr Mountains and forks within the Heimviðr forest, near the logging settlement and trade-post of Halmö. This broad river is rich with life and has a strong current.

**Liða:** The Bend River arcs through the city of Holmstrand, eventually making its back north into the foothills of the Innsgeirr mountains. The Liða is a swift-flowing course, abundant in trout and perch, and serving as a trade route into the frontier settlements in the mountains' shadow.

**Mulcair:** The winding Mulcair or "Sharp Bend" River carries tin, copper, and silver from mines in The Wyrms Tail Mountains to the town of Graighan. The deep, swift-flowing waters are not easily crossed.

**Oralodda:** The Ore-Stream is used to carry ore from mines in the Giant's Fork to the trade port of Gamlsmie. Salmon are plentiful in this river.

**Orkla:** The Strong River marks the southern edge of the Austrmen's northern marches. A slow-flowing and broad river, it is easily forded at several points before it ends in wetlands.

**Orm:** The Orm or Wyrms River is a forked river that flows from the Völvasgnípa mountain into the Haskibight and Trowsmyr.

**Ráð:** This river, named for the concord made between the Fraevolk and alfar, marks the edge of the alfar domain. Trespass into the elven lands west of the river is forbidden; with entrance only accepted at the invitation of an elven lord or his emissary. The land on the eastern edge of the river is a cursed place, avoided by men and beasts; a place of both wild growth and decay.

**Tryssil:** The Tryssil River serves as a trade route for loggers, trappers, and miners living north of the port town of Austnaeyjar.

**Tvinnr:** The Klaräl River, upon forking, becomes the Twins Rivers, which empty into the Rickrsund at the port-cities of Borrering and Beornhold.

**Vänern:** The Vänern or Vaned River brings frigid, swiftly flowing waters down from the Giant's Fork to the Rickrsund at Wichtby. Salmon are plentiful here.

## WETLANDS

**Dunnesmere:** This coastal wetland is made up of boggy low-lands, pine barrens, and both narrow-channeled saltmarshes and mud flats along the coast. Fishing villages and small farmsteads skirt the edge of these lowlands. Salt and tin mines are found in the rolling, high-grassed, hills that border Dunnesmere.

**Eyfloð:** The Ever-Flood consists of tidal flats, saltmarsh, and several wide, mud-flat banked rivers that feed smaller creeks and marshes. Salt, tin, and copper mines operate on the sandy, sea-grassed hills that rise out of the lowlands, and numerous fishing villages are found throughout the Eyfloð region.

**Hræsvelgr:** This lowland is primarily made up of fens and, closer to the coast, saltmarsh. High ground, consisting of meadows and woodlands, rises above the sea of reeds like islands. Alders, willows, and creeping shrubs grow on these stretches of land. The fens tend to flood in spring and fall but present a sea of wildflowers in the summer months, when waters recede. Areas of fen where fresh water no longer flows become reeking bogs.

Many have perished while crossing through these lands due to the sudden floods that occur in this region, and because of the treacherous, hard-to-spot bogs that send the unwary to their sinking doom. Because the dead are never seen again, these lands are called The Devourer of Corpses.

**Trowsmyr:** These lands are made up of mudflats, saltmarsh, and, further inland, mile upon mile of fens and boggy land. Fed by runoff from the Wyrmesporða mountains and by the Haskibight, this soggy land is dangerous to travel through. Quicksand, bogs, and sudden floods are all hazards that endanger travelers. The Troll's Mere is so named for the trolls said to inhabit these lands. Rumors abound of other unsavory creatures making their homes within this fetid realm.



# THE KINGDOMS OF FJARRSTRAND

## ÆTTGARÐR, THE REALM OF THE FRAEVLK

The feudal confederacy of Ættgarðr is divided into five clanholds (ættlanda); each ruled by a chieftain (hofðing, meaning “head-man”). This title is hereditary, passed from the current chieftain to their eldest, legitimate, child. In the absence of a suitable heir, siblings of the former chieftain often take up the role of clan leader or, when the heir is a minor (under the age of 13), act as an advisor until the heir comes of age. Due to intermarriage between the clans, it is common for bloodfeuds to erupt over disputed claims over both titles and lands

Each chieftain has hlāforda, or lords, who are granted lands in return for their loyal service. The obligations of these vassals include seeing to the management and protection the lands granted to them, paying tribute when taxes are collected in spring and fall, and raising armies to fight on their chieftain’s behalf. Both chieftains and lords are served by household retainers (huskarls) and men-at-arms (hirdsmen). Huskarls act as bodyguards and advisors to their lord; and lead their lord’s armies in times of war. Hirdsmen typically serve as reeves and militia captains within their lord’s lands.

The clanholds’ armies are primarily made up of able-bodied men and women, including children over the age of 13, who are conscripted into their lord’s service. Each noble household is expected to muster at least 1 warrior per household, with nobles typically having dominion over one to two hundred households. These leiðangr (levy) troops are led by the higher ranking huskarls and hirdsmen, and grouped into warbands of 10. Ten of these warbands make up a greater force called a herad or hundred.

It is common for Fraevolk warbands to be accompanied by a godi or skald, who serves to inspire its warriors to feats of might and valor. Fraevolk warbands excel as skirmishers, particularly when engaging enemies within the Myrkviðr. They use the terrain, as well as stealth, to their advantage whenever possible. Plant dyes are used to aid in camouflage and are used in war-paint to intimidate foes. The howls and keening of Fraevolk attackers can rattle the most seasoned of veterans.

While chieftains rule each clan, they do not do so alone. Each is advised by, and answers to, a council of 9 elders that includes godi, skalds, and trusted retainers. This council also acts as judge in cases brought before the chieftain’s court. A chieftain who

acts against the wishes of his council often finds that his rule is brief... and ends unpleasantly.

Fortified towns, such as Esdun, Stanburg, Sunderport, Valsburg, and Waldensburh, are ruled by the local lord and ruling council, with smaller settlements falling under the purview of regional reeves. Each settlement has an animal, such as a boar, bear, fox, or wolf, that acts as the totem spirit for that settlement. Images of that animal are carved into the lintels and gables of structures throughout the settlement, and appear on tapestries and other pieces of art that adorn its homes.

The borderlands of the Myrkviðr are heavily patrolled by scouts stationed at Esdun, Stanburg, Valsburg, and Waldensburh, and at smaller forts found all along the forest’s eastern edge. Small farming, trapping, mining, and logging settlements are found within the forest, primarily on the banks of the Ráð river, lake Montjörn, and their tributaries.

### Social Classes:

- Chieftain (Hofðing)
- Lord (Hlāford)
- Judge-Priest (Godi)
- Household retainer (Huskarl)
- Skald
- Retainer (Hirdsman) – Reeves, Scouts
- Freeman (Karl)
- Thrall
- Outlaw

### Ruling Clans

**Angrim:** The Angrim clan holds lands that encompass the port town of Sunderport and settlements on the shores of lake Montjörn.

Hofðing Leida Stalissdottir, called Leida Raven-Haired, leads this clan through cunning, intimidation, and martial prowess. She has an uncanny knack for reading others and exploiting their weaknesses, and has surrounded herself with loyal and able warriors and advisors. Increased trade with the Brjotaband through Sunderport has improved the prospects of this once-isolated clanhold.

The totem animal for this clan is the raven.

**Cuthbert:** The Cuthberts are an isolated clan, occupying lands in the forested foothills and heath that run along the southeastern edge of the Frystnær Mountains, south of the Orkla river. Iron and silver

mines are found throughout their holdings; the source of most of the clan's wealth.

Only the Walden clan has regular dealings with the Cuthberts and their eccentric (some say mad) leader Rolf Silvertooth. Those who would speak ill of him do so far from him, as he is powerfully built, quick to anger, and prone to battle-madness.

The bear is the totem animal for this clan.



**Henegar:** This clan is ruled by twins, Morgaire Bedesson and Helgi Bedesdottir. They are like-minded, prone to finish each other's sentences, and have the uncanny ability to know each other's thoughts without the need to speak. Helgi is a talented seer, while her brother is an exceptional swordsman. Both are petty and vain, rewarding sycophants and the fleeting objects of their fancy. They rule from Stanburg which, in the 5 years of their rule, has expanded and become far more open to outsider trade than most other Fraevolk settlements. They are called "The Outlanders" by their critics, who see them as trying to break from the long-standing traditions of the Fraevolk.

The Henegar clan has regular dealings with both Austrmen and Brjotaband traders and nobles, and often acts an intermediary in deals made between outsiders and other Fraevolk. The holdings of the Henegar clan contain two fortified towns, Stanburg and Esdun, that straddle the Göta-älv river, as well as the surrounding meadow-lands and forests. The forest holdings of this clan are limited to the wilderness immediately to the west of Stanburg and Esdun.

The totem animal of this clan is the otter.

**Scylfing:** The ancient and revered Scylfing clan holds claim to the forests east of the Ráð, as well as a broad strip of forest that extends north-eastward towards their ancient seat of power, Valsburg. The Scylfings were the first clan to break from the Austrmen and lead their people westward into the frontier lands of the Myrkviðr.

Their leader, Fraewaru Njordarsson or Fraewaru the Grave, has ruled for 3 generations, yet still appears to be a man of 40. He attributes this to the blood of the alfar that flows in his veins... though his detractors claim that fell magics have warded off age. Fraewaru is a generous but exacting lord, who has outlived his heirs and seems no longer interested in affairs of the flesh. Unlike his kinsmen, he is the model of temperance and calm resolve. Tall and thin, but broad-shouldered, Fraewaru is clean-shaven and wears his near-white blond hair short-cropped. While he still hunts, it is common for him to set out alone; against the wishes of his advisors and huskarls. It is said that he journeys into the realm of the alfar on these journeys.

The Scylfings tend to keep to themselves, and are seen as aloof by other clans. Long-lived and tending to be of rangy build, many among the Scylfings claim to have elven blood within their veins.

The boar represents the Scylfing clan.

**Walden:** Aelfred the Shepherd is the aged but keen-minded chieftain of the Walden clan. Gentle in speech and diplomatic in his dealings with others, Aelfred is a brutally cunning leader who is often underestimated by his foes... to their detriment. His many years as hofðing have allowed him to gather able men to his household, gain their loyalty, and learn the means by which to keep them so.

His northern realm extends from the southern banks of the Orkla river to the town of Waldensburh.

The totem animal for this clan is the stag.

## THE KINGDOM OF AUSTRLUND

Seven clans claim dominion over this, the first realm of men in Fjarrstrand. A jarl leads each clan, with all seven clans nominally allied under the rule of an elected king or queen. This ruler, in turn, is charged with keeping the peace in a realm rife with interclan rivalries and, at times, open warfare.

The current king of Austrlund, Halga Flat-Nose of the Hárvagri clan, is a bear of a man, white-bearded and with piercing blue eyes and a bald pate. His byname comes from his crushed and repeatedly broken nose, a testament to his many battles with Gamlegard raiders, both at sea and on land.

Despite the fact that this kingdom has existed for nearly 500 years, strong clan ties of blood and loyalty serve to threaten the clans' allegiance to their elected king and to the unity of the realm. As a result, King Halga has repeatedly led his forces against those Austrmen who disturbed the fragile peace; forcing oaths of amity at the point of his sword. Over the course of his 25-year reign, Halga has been forced to take the lives of kinsmen and, in two instances, strip jarls of titles and lands.

In the years following the Brjotaband rebellion, nearly 10 generations ago, Austrlundian lords began to enact laws and draft measures that would curtail the most common causes of interclan strife; disputes over lands and lines of succession. Laws detailing the rights and duties of karls and nobles, first put to pen by Egill Skallagrímsson in *The Woven Thread*, were expanded upon in order to preserve the peace by allowing for the resolution of disputes before the Løgting (Jarls' Assembly) or local lords. Over this same span of time, jarls, vassals, and reeves were tasked with the creation of land surveys and a census of freemen, in order to clearly account for, and delineate, the holdings of each lord. Despite these measures, however, old grudges between noble houses and conflicting claims to lands and titles still gnaw at the roots of Austrlund's peace.

Austrlund's armies are drawn primarily from local militias or fyrds made up of free men. In addition, each landholding noble, from the king to his jarls and their vassals, is expected to keep and provide for household warriors (huskarls) and a force of hired retainers (thegns) in order to protect their holdings from bandits, raiders, and other threats.

The fyrds are organized in groups called hundreds, made up of able-bodied men and, at times, women who are obligated to serve in times of need. Each

family is expected to volunteer one family member when their lord calls upon them for aid, while lords are expected to see to the training of these forces and provide for them during their time of service. Lords typically elevate one of their tenants to the position of reeve, who acts as an intermediary between the lord and his tenants. The reeve is charged with gathering taxes, organizing the local militia, patrolling their lord's lands, and dealing with disputes between freemen.

Each lord rules from either a fortified town, called a borg, a walled manor, or a ring fort. These seats of power act as staging points for military campaigns, meeting places for the Løgting, and as points of retreat for local karls during Gamlegard raids.



### Social Classes:

- King (Gramr) or Queen (Dróttning)
- Earl (Jarl)
- Vassal (Heimþegar)
- King's Guard (Skutilsveinr)
- Household Retainer (Huskarl)
- Priest (Godi)
- Retainer (Thegn)
- Squire (Kertilsveinr)
- Skald
- Reeve
- Freeman (Karl)
- Thrall
- Outlaw

The ruling king (gramr) or queen (dróttning) is elected to that position by their fellow jarls. The position, which can only be filled by a jarl, is usually held for life, though infirmity, dishonor, or incompetence are grounds for abdication.

Heimþegars, or the home-gifted, are vassals of a jarl. These lords manage the lands that they are granted and are expected to show unwavering loyalty to their liege.

All nobles, from king to heimþegar, are served by a standing guard of hirelings or retainers. The most esteemed of these personal guards is the King's Guard or Skutilsveinr, meaning "Table-Men" due to the fact that they are always by their liege's side and are seated beside him at royal feasts.

Kertilsveinr, or candle-bearers, are the sons and daughters of lords who aspire to the rank of noble retainer. Their training at arms, service at court, and keeping of vigils (from which they get their name) begins at the age of 9 and continues until they reach adulthood. Even then, a kertilsveinr must somehow distinguish him or herself in order to gain the favor of a lord and be elevated to the rank of retainer. Sometimes this involves bribes or threats made on their behalf by a powerful family member or patron.

### Ruling Clans

The three most influential royal lines of Austrmen are the Austrlings, the Hárvagri, and the Knýfelungs. Their holdings, both directly and through vassals, far outstrip those of other clans.

**Austrlings:** Agnar Keen-eyed, savior of the Gotr people, is the founder of the Austrling house upon the Fjarrstrandian shores. This clan's holdings include the two most populous cities in Fjarrstrand, Kaupenborg and Stórrhafn, as well as lands along the western coast of Stórrvik, stretching from the Göta-älv to the Tryssil rivers.

The wealth, location, and population of these lands has assured the supremacy of the Austrlings through the years. Nearly half of the elected kings of Austrlund have come from jarls of this line. Nearly 200 years ago, the political fortunes of this house were greatly diminished after the disastrous Thrall Uprisings and the consequent loss of the Sudrmark to Brjotaband rebels.

Today, Jarl Magni Gap-Tooth leads this clan. Though somewhat slowed by aged and old wounds, Gap-Tooth still leads his men from the front and takes an active part in the defense of Stórrvik aboard his busse

(longship), Hraigransá (The Heron). From this ship, he leads a fleet of six longships, with nearly 500 crew, in times of war. Coastal patrols are conducted throughout the spring and fall; usually by a pair of longships.

The hirsute, corpulent, gap-toothed, and lazy-eyed jarl is not the most attractive of men, but has fathered many illegitimate children through the years. His wife, Holga Scyldsottir, seems to have turned a blind eye to his dalliances in the past but keeps her husband and household in line these days. Their daughter, Myna Magnissdottir, called Myna Boar-Spitter, is the presumed heir to his title, and Holga strives to ensure this comes to pass.

Magni is served by a former King's Guard, and his loyal shield-bearer on many campaign, Beastan Red-Beard. Beastan, at the age of 50, is still one of the finest warriors in Fjarrstrand but prone to heavy drinking and dark moods. His loyalty to Magni is unwavering.

The sigil for this clan is an osprey.



**Beornwolding:** Jarl Oslaf Hamleypa (Shape-Leaper) is said to be descended from a line of völvur (witches) gifted with the ability to shift into the form of a beast; typically that of a wolf or bear. His violent temper and thin-skin make him ill-suited to lead his clan, though none have asked for his abdication thus far.

Fortunately, Oslaf has little patience for statecraft or for the management of his holdings, which include the port-towns of Beornhold and Meresborg, and delegates his duties to trusted retainers. Both Beornhold and Meresborg have prospered and grown under the leadership of a guild council that is overseen by an appointed borgmester.

The command of his fyrds is left to his favored son, Sigwulf, and his younger brother, Oswine. Oslaf has never been married and has numerous by-blows by various paramours. This threatens the succession of the jarldom; a predicament made more pressing because Oslaf thirsts for combat, insists on being in the vanguard of any engagement, boar hunts whenever possible, and tends to use violence as a means of keeping his servants and vassals in line.

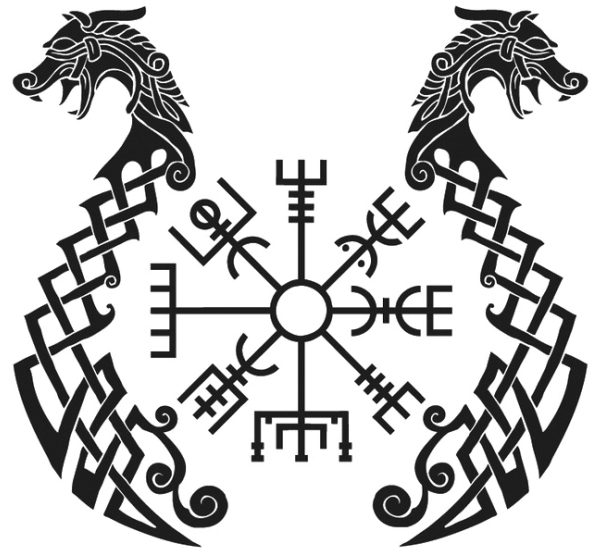
The sigil for this clan is a distaff of weavers.

**Froedelung:** Sigestad, a fortress town on the northern tip of Broddrsker, is the only large settlement to be ruled by this ancient, but fallen, clan. The Froedelungs once had holdings upon the mainland, in the area of the Nordmark known as The Giants' Bridge, but lost both lands and status when a bloodfeud with the Unferthr clan led to their undoing.

Three generations ago, this clan was given a chance to reclaim lands by establishing outposts along Broddrsker's northern shore. These lands have been locked in conflict for nearly 200 years, as both Austrmen and Gamlegard lords have vied for their control. So far, the Froedelungs have been able to succeed where both the Knýfelungs and Hárvagri have not. Rumors are that the Froedelungs have enlisted the aid of reviled witches, known as The Bloodless, to help hold these lands against Gamlegard raiders.

Jarl Bodwyn Mistwalker, thought to be a völvu or witch herself, is said to have the gift of far-seeing and a voice that can calm wild beasts and hostile foes alike. Tall and thin, with pale blonde hair and milk-white skin, she is sometimes known as The Pale Lady. She has ruled for nearly 20 years, having inherited her title following the death of her father and elder brother when their ship, The Golden Tusk, was lost in a sudden storm. She has been twice married, with

the first husband, Sturli Dainrsson, dying of a wasting illness and her second, Jarvik Karvisson of the Knýfelungs clan, long gone... having returned to his people after three unhappy years among the Froedelungs. She has three daughters and two sons by these men, and has kept them close to her so that she might better protect and instruct them.



The sigil for this clan is a vegvísir "that which shows the way," a magical stave intended to help the bearer find his way through rough weather.

**Hárvagri:** Egill Skallagrímsson, the Law-Weaver, was the first jarl to lead this clan upon Fjarrstrand's shores. As one of Agnar Keen-Eyed's most trusted advisors and vassals, Egill was granted lands close to those of his liege. This wedge of land, called The Anvil, rests between the holdings of the Austrmen and Beornwaldings. Its largest settlements are the borg of Harvar and the port town of Borrering. Borrering is named after the mighty ring-fort that stands at its eastern edge, overlooking the sea from its cliff-top perch.

Halga Flat-Nose of the Hárvagri clan, leads this clan and is the elected king of the Austrlund. Widely respected for as a generous and fair leader, Halga is also gifted with a both common sense and the ability to inspire others through his words. Halga the Peacemaker has kept his clans united, maintained an uneasy peace with the Brjotaband, and managed to fend off Gamlegard invaders for the past 25 years.

Respected by his people, and gifted with 12 children with his wife, Ingelde, Halga is starting to show his age and is plagued with frequent stomach pains that have forced him to eat bland foods and cut back on

drinking. Some whisper that he more ill than he lets on.

Like both the Unferthr and Austrling clans, the Hárvagri maintain a fleet of patrol longships. The Oathkeeper of Halga's eldest son, Dag, leads the fleet of 5 ships from ports along the Askapt Strait into the waters of both the Ríkrsund and Stórrvik.

The sigil for this clan is a pair of clasped hands.



**Knýfelungs:** The Knýfelungs hold the southern reaches of the Broddrsker island, including the port towns of Holmestrand, Margata, and Sunneheim.

While Jarl Weodric Ullricsson maintains a fleet of 4 longships and can raise an army of nearly 800 men, he is loath to employ them as anything other than a defensive force. His reticence to patrol the waters beyond the Askapt Strait and lend men in raids against the growing Gamlegardian frontier have led his detractors to call him Weodric the Housekeeper.

The Knýfelungs's sigil is a knotwork shield.

**Saeglafing:** Saeglaf Oath-Breaker broke from his Gamlegard king 50 years ago, and pledged his troth to the Austrlundian king, Breca Brynhildesson. His lands, which include the towns of Wichtby and Gamlsmie, extended the Nordmark of Austrlund and drew Austrlund and Gamlegard into a brief but bloody war.

Today the grandson of Saeglaf, Bard Sootblack, leads this clan in its rise to prominence. Young, unmarried, and seemingly blessed by the Fates, Bard seeks to marry Astrid Halgassdottir, in order to link his clan with the powerful and ancient Hárvagri household.

Bard is a master blacksmith, whose weapons are said to match those of the dwarves, and is known for his quick mind, his gift for excelling at any task that he turns his mind to, and for his boundless ambition.

Iron and truesilver mined in the foothills of the Jotunsrforca are the main source of this clan's wealth.

The sigil for this clan is a hammer within a ring.

**Unferthr:** The Unferthr clan was founded by the great hunter and explorer, Gran Ullrsson, who first set foot upon the Nordmark nearly 500 years ago. In this frontier land, both the Unferthr and Froedelung clans established coastal settlements in the region known as The Giants' Bridge.

For years, the allied clans worked to tame these wild lands, and aided each other in battles against the hostile giants and elves who claimed these lands as their own. That partnership ended nearly 120 years ago, when rival claims to lands that lay between Grimstad and Torvik led to raids and, eventually, open war between the clans. The resulting war, which threatened the Austrlung kingdom, lasted for a dozen years; ending with the death of the Froedelung jarl, Magnus, and his eldest son.

In the war's aftermath, the Unferthr's holdings extended to all of the lands of The Giant's Bridge, including the settlements of Grimstad, Hammerhall, Torvik.

Today, Jarl Bori Hrothgirsson leads this clan. Short and stocky, with a bristly red beard and a wild tangle of red hair, Bori is a generous and well-liked lord. While he is not the best of warriors, and is lampooned for his idleness, Bori is a shrewd judge of others and has a natural charm and easy-going manner that serve him well.

The Sundrgart, a patrol of the Ríkrsund that sails out of Grimstad, is Bori's greatest work and contribution to the kingdom. The 6-ship fleet, commanded by Bori's most trusted heimþegar and erstwhile lover, Olga Fire-Tamer, has brought some measure of security to merchant ships who sail these waters... and has ingratiated Bori with his king.

The sigil for this clan is an arrowhead.

## THE KINGDOM OF THE GAMLEGARD

The five jarldoms of the Gamlegard are joined through fealty to their long-standing and dreaded king, Lofr Brakkison.

Unlike Austrlund and Ættgarðr, where clanholds are ruled by that clan's jarl or hofðing, Gamlegardian jarldoms are ruled by king-appointed jarls. In addition, both lands and titles granted by the king are revoked upon the death of the recipient. Only lands offered as gifts by the king, or purchased legally from another land-holder, may be inherited by one's heirs. The only title that may be inherited is that of king; and that may only be inherited by legitimate male heirs.

With these laws in place, the quickest path to power and wealth is through expansion of the Gamlegardian frontier and through piracy against Austrlundian and Braegalic ships. Though, by custom, lands, slaves, and cargo gained through piracy and raiding are offered to one's liege, it is also customary for that lord to show generosity with those who serve him well.



Once each season, the king meets with his appointed jarls at his stronghold, Vargrhöll (Wolf Hall), in Austnaeyjar. The Væringjarmote, or meeting of sworn men, allows jarls to share news, plunder, grievances, and legal matters with their king. During the week-long meeting, marked with feasts and contests of might and guile, the king works to resolve issues brought before him through diplomacy, sagacious advice, intimidation, and, when necessary, violence.

Every jarl and vassal is expected to muster and train local militia forces for the defense of the kingdom. In addition, all lords must hire professional warriors, or thegns, to see to their land's defense. These thegns, who act as militia captains, bailiffs, tax collectors, and local reeves, represent the lowest rank of nobility.

The might of Gamlegard's fleets, the ferocity of its warriors, and the power of its king allows the Gamlegardian kingdom to thrive, and grow, in spite of their ongoing conflict with the Austrlundian and Braegalic people and the bleak climate of their homeland.

### Social Classes:

- King (Konungr)
- Earl (Jarl)
- Vassal (Heimþegar)
- Household Retainer (Huskarl)
- Retainer (Thegn)
- Priest (Godi)
- Skald
- Freeman (Karl)
- Thrall
- Outlaw

### Jarldoms

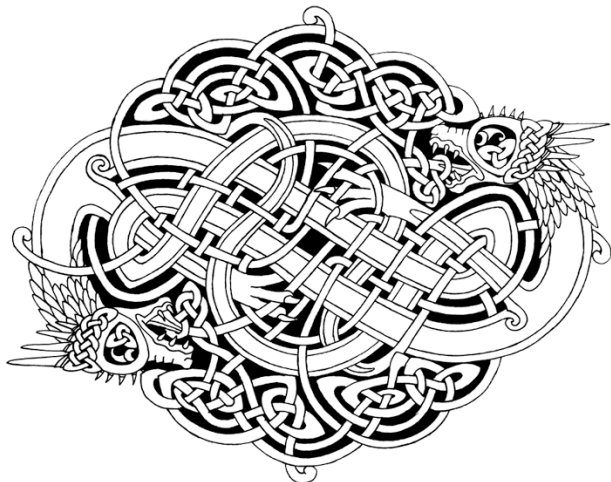
The following jarldoms divide the lands of the Gamlegardian kingdom. The holdings of the king are called the ríki; which have been the ancestral lands of the Austrling clan for nearly three centuries.

**Gamlheim:** The seat of the Gamlegardian king, Lofr Shield-Splitter, Gamlheim was land settled by Austrlundian exiles who rebelled against their lords. The scions of 10 clans, including revered warriors (einherjar) of the Austrlings and Hárvagri, sought to return to the ways of their ancestors rather than bend to the laws and constraints that governed the lives of Austrlundian lords. Rather than submitting to lives as obedient sheep, they chose to be wolves.

Much of the wealth of these lands comes from Gamlheim. Iron ore and silver, as well as furs, wool, linen, amber, and farmed goods all make their way to markets in Austnaeyjar. Spruce, ash, birch, oak, and rowan found within the Lillemark make for additional sources of wealth, and make this land home to several master shipbuilders. The prosperity of these lands is reflected in the magnificent temple, Gimlé. This temple, with its gold-chased rafters and magnificently carved gables, stands upon a shelf of granite overlooking the Austnaeyjar's harbor.

The king's fleet of a dozen longships sails out of Austnaeyjar, with the lead ship, Svartldraki, helmed by Lofr's favored son, Hjaldr Hjaldrarn (Battle-Raven). Hjaldr is much like his father, though far more approachable and even-tempered.

The symbol for this clan is two ospreys locked in combat, representing their estrangement from their Austrlundian kin.



**Kjölrayr:** The Keel Islands of the Valsung clan are ruled by Jarl Bragi Bjornsson from his ring fortress at Gardabær. A bleak and barren place of rocky headlands, craggy heath, and wind-blasted wetlands, the island is home to whalers, fishers, shepherds, and cattle farmers. Little can be grown in the acidic and rocky soil, other than barley, onions, oats, and potatoes.

Bragi, son-in-law to the king and known for his ambition and unflinching honesty, leads a small fleet of four longships in spring, summer, and fall. His ship, the Illrgaefa or Bad Luck, terrorizes the Braegalic coast. His good fortunes as a sea-reaver have brought him renown and wealth, and have earned him the byname Bragi Vikingr. He has used some of his wealth to build a seaside temple to Rán on the southernmost island of Keel's Point. Here, priests petition the Lady of the Deep for their lords continued luck with sacrifices of both captured wealth and sailors.

The Valsungs are said to be descended from Sigurdr, slayer of the great wyrm, Fafnr. They have adopted the dragon as their sigil.

**Nifflunda:** Jarl Thora Wolf-Mother of the Wulfinn clan is the keeper of the two most desolate islands with human settlements. These islands, called the Misted Lands, are home to the outpost settlements of Niflfloi in the Bleikrbjargg Islands and Gatastaðir in the Mistgate Islands.

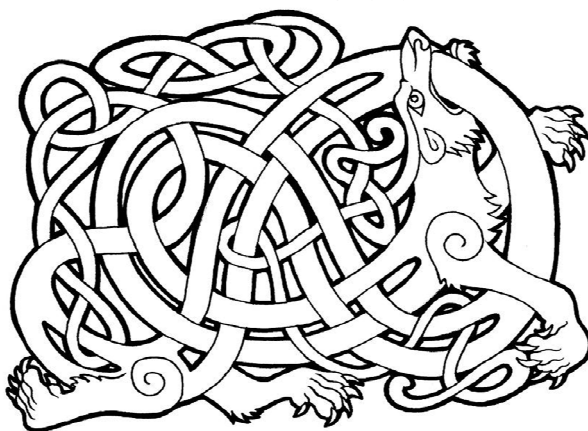
The outpost of Niflfloi sits upon a misty, storm-battered island of barren rock, twisted and stunted trees, low-shrub heaths, and rocky beaches. The surrounding settlements are made up of whalers, fishers, and hunters.

Despite the frequent storms, high winds, and blanket of icy fog that clings to the island, its settlements have grown over the years. The discovery of iron and silver in the upland moors and hills has drawn more men to the island in recent years. In the dismal winters that grip this island, islanders commonly take shelter within the walls of their jarl's stronghold.

The jarl's meager fleet of three longships, commanded by the jarl herself, occasional harries traders in the waters off of the Broddrsker Islands. Her ship, Ekkjaskapr or Widow-Maker, is crewed by her kinsmen, who are fanatically devoted to her.

Gatastaðir or Gate-Fort stands on the rocky shore of its sheltering bay in The Mistgate Islands, its palisades encompassing a small village of whalers, fishermen, raiders, slaves, and those unlucky enough to garrison this gloomy place. The Gamlegard keep a foothold on this island so that they can patrol the waters near the Midgardr Gate and, on rare occasion, make forays through it. It is the hope of the Gamlegard to one day lead their fleet through the gate and retake Midgardr. The settlement is abandoned each fall and resettled each spring because of the hellish winters that the island endures.

Wolves are used in the iconography of this clan.



**Nordrheim:** The northern half of Gamlheim is ruled by Jarl Helm Jötunnsbrud of the Dragelungs. A giant of a man, Helm is larger than life in most respects; relishing in all that life has to offer with boundless energy and enthusiasm. While respected by his retainers and karls, his ever-changing whims are disconcerting to those tasked with the management of the jarldom. Instead, those who serve him are forced to support an endless stream of half-realized

endeavors. Those who have sought to steer his whims in a more productive manner have met with his displeasure and penchant for vindictiveness.

Fljótborg and Scyldhöfn, the two largest settlements of his lands, are port towns located on the rocky shores of high-cliffed fjords. The coast of these lands is made up of jutting promontories, sheers cliffs, and pebbled beaches that are home to small settlements of fishers, whalers, and hunters. Further inland, heath and highland moors are home to goat, sheep, and cattle farmers, as well those who grow potatoes, leeks, barley, oats, and rye. These lands are often cloaked in mist and subject to icy gusts and sudden storms that blow out of the Sea of Mists.

The Dragelungs, who tend to be taller and stockier than other clans, used the bear as their symbol.

**Valgard:** The ancient and revered Hárvagri clan hold the island and eponymously name settlement of Valgard through their jarl, Ivar Yngvarsson. Ivar Cleft-Foot, lamed by an ax blow to his foot long ago, no longer joins his retainers in battle but is seen as a shrewd-minded, loyal, and generous lord. He does not risk his men needlessly to further his own renown or wealth, and, recently, has made overtures of peace with both Austrlundian and Braegalic lords. At the same time, mercenary companies operating out of Valgard have profited from the strife that exists between these lords. Valgardian sellswords have gained a reputation for being both able and reliable, so long as the terms of their contract are met.

The forests of Valgard offer plenty of game for hunters, and produce ash, oak, and rowan wood. Warm tidal currents along the island's southern edge make for the best farmlands of the Gamlegardian holdings. The moist air and rich, but rocky, soil of southern Valgard are ideal for growing cattle, sheep, fruit trees, berries, rhubarb, and various crops, such as leeks, potatoes, cabbage, onions, carrots, and turnips. Beekeepers and brewers also find that these lands are well-suited to their trades. At the same time, gold and copper deposits in the foothills of The Weather's Vane have brought prosperity, and a steady influx of karls, to the island.

The jarl's youngest brother, Weofrothr, commands Valgard's fleet of ten longships. Four of Ivar's sons serve as longship captains, along with his eldest daughter, Valgrid Valkyrja (Chooser of the Slain). Mercenaries on the island, who are typically ambitious karls or the younger children of nobles with little chance of gaining an inheritance, have pledged

their swords to their jarl and to the defense of Valgardian lands. Between the companies of the Einhleypingar (Lone Runners), Hafulfr (Sea-Wolves), and the Bróðira Otta-lauss (Fearless Brotherhood), there are over 500 mercenaries, crewing 8 longships, operating out of Valgard.

The sigil for this clan, like that of their estranged, Austrlundian kinsmen, is a pair of clasped hands.

**Yssgelund:** Vestrvik, the mighty fortress of Gamlegard's western frontier, overlooks the port of Vikrhöfn and its broad harbor, from its cliff-top shelf of rock.

Like much of the region, the coast of Yssgelund is made up of fjords and sheer cliffs. In areas where rocky beaches have ready access to the sea or the Rikrsund, communities of loggers, fishers, and whalers have cropped up over the years.

Within the Fýrisfetill, small communities of loggers, charcoal burners, trappers, and hunters seek to make a life for themselves despite the beasts and angry spirits that haunt these woods.

Small mining and farming communities in the foothills of the Rjúkafýrr have come under attack from giants who make their homes in the high mountain passes. Fortunately, these attacks are infrequent and typically made by small raiding parties of a few mountain giants.

Yngve Liefsson or Yngve the Broad, leader of the Eymund clan, rules Yssgelund. These lands have been in his family ever since his grandfather Ydr Wotansson wrested them from Saeglaf Oath-Breaker nearly 50 years ago. This frontier land does not have much wealth, with much of what is gathered being used to expand settlements, build fortifications, and hire retainers. Still, Yngve has slowly sought to expand his holdings over the past 15 years, and has built up his fleet of longships. His 5 ships are captained by trusted retainers, including his cousin, Olaf Olafsson, and the famed warrior-skald, Fafmund Mead-Drunk.

The Eymund's use goats in their clan's iconography.

## STÍGRANDI

A people without a homeland, the Stígrandi's itinerant lifestyle and self-reliance makes them Fjarrstrand's only truly lordless and landless people. As such, they often refer to themselves as The Free Folk with pride. Others view them with suspicion because they have no oaths or bonds of loyalty, and often live outside of the law.



Seven clans, tied through bonds of blood and the shared struggles of their past, hold sway over the lands of the Braegalic people. Each clanhold began as a little more than bands of escaped slaves united against their Austrmen masters; resistance fighters who carved a homeland out of what was once the Sudrmark of Austrlund.

Today, these clans have managed to expand their holdings into Fjarrstrand's southern reaches after prevailing in a series of wars against both Austrlund and Gamlegard. The milder climate and greater natural abundance of these lands have ensured Braegail's prosperity and continued growth; with goods from the farmsteads, forests, mines, and

craftsmen of these lands being traded throughout Fjarrstrand.

While enmity still exists between the Northmen and Unshackled, prosperous trade and long-held memories of fruitless and bloody wars have dulled the warlike impulses of Austrlundian lords. Grudges and prejudices still exist, and often lead to border skirmishes in disputed lands, trade-post brawls, and raids against coastal settlements, as well as acts of piracy. Braegalic lords are quick to point out that, while they are not at war with their northern neighbors, neither have they pledged their peace.

The basic political unit of these lands is the tuath or clanhold. All landholders, priests (called druids by the Braegalic people), bards, and master craftsmen are entitled to become members of a clanhold. Each tuath's members take part in annual assemblies that decide their clan's policies and elect or deposes their clan's ri, or chieftain. It is common for well-landed freemen to belong to more than one tribe. Likewise, marital ties often link prominent families to more than one tuath.

The ruling body of each clan consists of its chieftain and a council of 12, made up of druids, bards, warriors, and renowned craftsmen from prominent families. Druids act as judges within their communities, while landed warriors are charged with protecting their people and enforcing the laws of their tuath. They also act as tax collectors, executioners, and militia captains within their lands.

Each clan raises warbands made up of well-trained militiamen and household warriors in times of war, or when conducting raids into Austrlundian and Fraevolk lands. The rolling hills of the Braegalic cape, and their holdings on the island of Marginch, allow the Braegalic people to make heavier use of warhorses than their Northmen neighbors.

#### Social Classes:

- Chieftain (ri)
- Druid
- Lord (gwas)
- Bard (fili)
- Warrior
- Craftsman
- Churl
- Slave
- Outlaw

The title of chieftain is granted to a clan elder by that clan's council. While one person may hold this title

for many years, the clan council (comhairle) may elect a new chieftain if the current one falls out of his tuath's favor or brings dishonor to the post. The post may not be held by the maimed or mad, in keeping with the ancient traditions of the Gaels.

Druids are revered as both priests and leaders their people, blessed with the favors of Lugh's wisdom and tasked with the writing of laws and passing judgment in all cases brought before the clan council. Druids from the seven clans meet once per year at Muginshead to discuss the future of the realm.

Bards are the loremasters, counselors, and emissaries of their people. They are called upon to argue points of law on behalf of the accused brought before the council and, as poets and musicians, are relied upon to entertain and inspire their people.



#### Ruling Clans:

Over 100 clans exist within Braegalic lands. The following clans, however, hold power and lands that mark them as the ruling class of the Tuatha Dé Braegail.

**Albannaich:** Chieftain Rhys ap Evain and his advisor, the seer and druid Maedryn ferch Rowena, lead this clan from the hillfort of Dinas Graighir. This well-situated fort stands upon a heath and gorse covered promontory that looks down upon the walled port town of Graighan. From this town, and Shoreham,

the Albannaich trade in sheep, cattle, textiles, and the bountiful crops of this sea-warmed land. Local mines, worked by slaves, criminals and captured foes, produce tin, copper and gold that is traded for iron and silver.

The Albannaich are rivals to the Meath clan; and skirmishes between the neighboring clans are both commonplace and bloody. The enmity is said to stem from old quarrels over lands, particularly regarding claims to the island of Marginch.

The clan is often represented by an oak tree.



**Brythune:** This stretch of land, called The Golden Coast due to the bounty of its farms and goldmines, is ruled, primarily, by its council (comhairle) of warriors and elders.

The ostensible lord of these lands, Einion ap Tristram, often called The Addled, has been kept in power for the past 20 years because the council has found that their fortunes and influence have increased during his ineffectual reign.

The seat of power in these lands rests in the river valley fortress of Newbridge. From Newbridge, mounted warriors patrol the coast to Tyne. Tyne is an expansive settlement, formed from the union of several fishing villages along the shingled coastline. Over the years, shipbuilding and the construction of docks has increased trade through this port town. The wealth of Tyne has led its guilds to form a town guard of paid watchmen, simply called the Bay Watch. These men patrol the town, act as customs agents, and enforce the clan's laws within their precincts. They answer to the guilds and to the town's lord Aeryll Lawhir.

The Brythune's commonly use three spiraling circles in their clan's iconography.

**Drebhain:** Abon and Blackwater, and their surrounding lands, are held by the Drebhain clan. A narrow strip of land, this clanhold is commonly called

The Borderlands. Its strategic importance as the bulwark of the Braegalic kingdoms makes this clan, and its warriors, revered by their fellow clans.

Over the past 200 years, a series of border forts have been constructed along the southern edge of the Breiðskogr. From these hillforts, both mounted and foot patrols are made into the heath and forests of The Borderlands. Patrols frequently pass through the fishing villages and small farmsteads along the coast, as well as the villages of salt and tin miners found in the rolling, high-grassed, hills that border Dunnesmere.

The council of these lands is ruled by Black Dougal, a well-respected chieftain and warleader who embodies the ideals of his people; gifted in the arts, cunning in battle, and loyal to those who have earned his respect. His daughter, Morgan Ironwolf, the leader of a mercenary band known as The White Herons, is often by her father's side. Since the death of her mother, Morgan has been her father's most trusted advisor and is thought of as his heir-apparent. This does not sit well with her brothers, which is of little consequence to the headstrong and unflinching Morgan.

The Drebhain are commonly associated with crows due to their reputation as stalwart and merciless warriors.

**Éireannaigh:** This clanhold straddles the Wyrmesporða Mountains, with the two largest settlement, Corben and Lochlann's Fall, falling on the Braegalic cape's northern and southern coasts. Known as mountain-folk, the Éireannaigh have settled and explored the mountain passes and valleys more than any other clan. Their wealth comes from numerous iron and gold mines found throughout their lands.

Their leader, Hywell ap Baedona is descended from Yrth ap Cunedden, the legendary wielder of Balor's Doom. The mountain giants of the Wyrmesporða are said to have withdrawn from these lands due to the exploits of Yrth Giantslayer.



The highlands of this clanhold are settled by hardy miners, cattle and sheep farmers, and by those drawn to these wildly beautiful, windswept places in spite of the harsh conditions that prevail there.

The triple knot of this clan represents both the mountains of their home and The Three Sisters of Fate.



**Meath:** The Meath are the horselords of the Braegalic people, whose lands include the fortress of Caer Gwyllor and the town of Wall that grew around it, as well as the port of Marchleb on the island of Marginch.

While the majority of the Mistwood falls within their holdings, the Meath do not often venture within. The western forest is a mist-shrouded place with wide stretches of pine barrens and bogs. Settlements along the edge of the forest speak of malevolent spirits lurking within. Others claim that the fog itself is a danger to those who breathe its fetid air.

The rolling, grassy hills of the Meath are ideal farm and pasture land, and are the means to much of the Meath clan's wealth. Nobles throughout Fjarrstrand are willing to pay Meath horse breeders and trainers exorbitant sums for the chargers and shire horses they raise. The clay soil of these lands and stretches of sand dunes near Wall have led to a profusion of glassblowers and potters.

Catlain ferch Niall leads this clan, along with her two consorts, Oisín Crow-Feeder and Conall Wave-Rider. Oisín is her closest advisor and is always by her side in battle and at court. Together, they command the mounted regiments of the Meath warbands. Conall, a skilled sailor and poet, is governor of Marchleb and commands the three longships of the Meath clan.

Images of horses are used to represent this clan.

**Ollaibh:** The oldest of clans, the Ollaibh hold more lands and exert greater influence than any other clan.

Their lands include the bustling ports of Baelsend and Dunaval, which shares its name with the legendary fortress beside it, in addition to the fortified outpost of Muginshed. These are rich lands, with an abundance of arable soil, silver and copper deposits, and craftsmen such as potters, shipbuilders, weavers, linen worker, glassblowers, and scribes.

Commonly called The Hook, the lands of this clan produce the best mead and wine in Fjarrstrand, and Braegalic merchants export smoked and salted meats, cheese, and grains from the many farmsteads than overlook Stórrvik to the west and Riðhaf to the east.

The blessings of these lands, first ruled by Bael the Blessed and held by his descendants after nearly 200 years, also attract Northmen raiders throughout the spring and fall. These lands are so frequently attacked by the Gamlegard that a series of warning beacons have been erected along the coast from Dunaval to Baelsend, and mounted patrols are frequently conducted from those settlements.

Dylan Mab Oisín, chieftain of these lands, has increased the fleet of his clan to 5 longships in an effort to stem the tide of devastating raids. Still, Braegalic longships are inferior to those of their Northmen foes, and their crews lack the experience of these adversaries.

Over the past 10 years, Dylan Mab Oisín has also used the wealth of these lands to build up the defenses of his settlements and, controversially, to offer tribute to Northmen lords in order to sue for peace and set Gamlegard and Austrmen lords against each other.

The symbol for this clan is a broken shackle or chain.



# CHAPTER 9: CREATURES AND NPCs

There are many strange and varied creatures in Fjarrstrand; from mundane beasts and animals imbued with keen intelligence and innate magic, to ancient, nigh-immortal, races inexorably tied to the lands of Fjarrstrand and blessed with mastery of over natural forces and primordial magics, and elemental creatures of tremendous destructive power and insatiable hunger.

Dangerous creatures, both natural and mythical, lurk everywhere out in the wilderness or beneath the waves of Fjarrstrand's storm-tossed oceans. No traveler should venture out into deep-shadowed forests of Myrkviðr, brave the labyrinthine passes of the Frystnær Mountains, or sail into the treacherous waters near the Bleikrbjargg Isles without taking proper precautions.

Creatures in The Fjarrstrand Sagas are given attributes (except Appeal, in most instances) and combat abilities as a gauge of their own relative strengths and weaknesses. The creature is described first, and then attributes and combat abilities are provided, representing those of the average creature of that type. You can vary these to create tougher (or weaker) versions of the same creature. Don't add the creature's Strength to damage, or its Agility to the Attack Roll – the listed combat abilities already incorporate all of these factors. Some creatures also have traits, in the form of Boons and Flaws, which are used in the same way as for Heroes.

The creature table is to help you to design your own strange beasts. Simply decide on a size for your creature, and that will give you its damage and Lifeblood as a base to work from.

## CREATURE ATTACKS AND DAMAGE

Creatures generally only make one Attack Roll – even if they have both teeth and claws with which to attack their prey, because as a rule, a beast will attack a single target with whatever natural weapons (teeth, claws, horn, trample, etc.) it has.

The damage listed is the cumulative effect of the beast's overall attack. When using the information on the Creature Size Chart on page 115 note the following:

- Damage is taken from the number rolled on 1 or more dice. An "L" after the damage means that you roll an additional d6 and discard the highest die result, while an "H" after the damage means

that you roll an additional d6 and discard the lowest die result.

- The damage is the average for a beast of that size. Some particularly savage or powerful beasts or those that have numerous attacks will do damage for a beast of a larger size. Placid beasts will do damage as if a size or two smaller.
- The creature's Strength is already factored into the listed damage.

## CREATURE PROTECTION

Creatures often have thick muscle, fur, or hide, and this alone can provide very good protection against attack. Some creatures have the additional bonus of bony plates, shells, bony ridges, and so on.

Others are so big that no weapon will reach their internal organs to cause enough harm to kill them.

Protection ratings are similar to armor ratings – the GM reduces damage dealt to the creatures by a number equal to its Protection rating.

## CREATURES AND PRIORITY

For the purposes of the Priority, use the Initiative + Mind values of a creature, just as you would for any other combatant.

## CREATURE TRAITS

### Boons

- **Camouflage:** The creature is hard to spot, mostly due to coloration or texture of its skin or fur.
- **Excellent Hunter:** Roll a bonus die for tracking.
- **Ferocious Attack:** Roll a bonus die for the creature's Attack Rolls.
- **Multiple Attacks:** The beast has two or more completely different modes of attack that require separate Attack Rolls (e.g. claws and pincer, many tentacles).
- **Special Attack:** The creature has an unusual method of attack. The nature of the attack is described in the creature description.
- **Venomous Attack:** The individual creature description sets out the poisonous effects.

### Flaws

- **Docile Attack:** Roll a penalty die for the beast's attack.
- **Poor Sense:** The creature is deficient in scent, hearing or eyesight, as set out in the description.

## CREATURE SIZE CHART: SUGGESTED ATTRIBUTES

Size	Damage	Lifeblood	Strength	Move	Examples
Tiny	1	1	-3	15'	Mouse, garter snake, wren
Very Small	d3	2	-2	20'	Cat, crow, rabbit, raven
Small	d6L	5	-1	25'	Fingal, hawk, hunting dog, småfolk
Medium	d6	10	0	25'	War dog, red deer, draugr, dwarf, elf, wolf
Large	d6H	20	4	30'	Dire wolf, garmrhund, pony, reindeer, stag
Very Large	d6H	30	6	30'	Bear, cow, elk, horse, killer whale, ogre, shark
Huge	2d6	40	8	35'	Auroch (cattle), bull, draft horse, troll
Massive	2d6H	50	10	35'	Mountain giant, killer whale, young dragon
Enormous	2d6H	60	12	40'	Storm giant, giant squid, linnorm, sperm whale
Gigantic	3d6	70	14	40'	Dragon, Fire or frost giant, gray whale
Immense	3d6H	85	17	45'	Elder draki
Colossal	4d6	100	20	45'	Kraken

## APPARITION

**Creature Size:** Medium

**Naturally Found:** Settlements, coastal lands, forests, grave sites, wetlands

Apparitions, also known as ghosts, gasts, mylings, poltergeists, vardøger, and varðr, are the unquiet spirits of the dead who haunt the living as they seek to fulfill some unfinished goal.

Most apparitions are incorporeal and appear as they did when death took them, though their form is spectral and wispy. They only appear at night and, even then, are often invisible (though it is common to hear their footfalls or trappings).

As creatures that tread the line between the realms of the quick and the dead, apparitions are sometimes able to manifest corporeally in order to interact with the living world. Those who encounter such creatures often speak of them stirring and chilling the air about them.

**Gasts:** Gast are spirits of the malevolent dead who, rather than seeking eternal rest, have returned solely to punish the living.

They are monstrous mockeries of their former selves, with sharp claws and teeth, and elongated limbs.

Gast usually shelter in graveyards or within the rotting trunks of dead trees.

**Myling:** The myling is the ghost of a child left to die in the wilderness, out to exact vengeance on those who



abandoned it. Sometimes, however, their grief is so powerful that they are blind to who they punish, and attack indiscriminately.

**Vardøger:** Vardøger or doppelgänger is a ghostly double who precedes a living person and is seen performing their actions in advance. The appearance of a vardøger is thought to be an ill omen for the living double.

**Varðr:** The varðr or warden-spirit is a guardian spirit, believed to follow the soul of every person.

At times, the warden spirit reveals itself when its ward faces imminent danger. The perception of a warden-spirit could take the form of a physical sensation, such as an itching hand or nose, as a sense of foreboding, or through the appearance of an apparition bearing one's likeness.

The warden of a dead person could return, in the case of a particularly traumatic death, as a revenant that haunts a particular spot or individuals.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	0	Attack	1
Mind	1	Damage	d6
Lifeblood	10	Defense	2
Movement	30	Protection	0

## Traits

- **Death moan:** The moan or keening wail of some apparitions causes all living creatures within 60' to make a hard (-1) Mind Task Roll or suffer one of the following effects (roll a d6):
  1. The target is driven mad with terror and gains the Unhinged Flaw until the adventure is completed.
  2. The target takes d6 damage due to shock. Armor offers no protection against this damage.
  3. The target is stricken with terror and suffers a penalty die to all Task Rolls while in the area.
  4. The target is paralyzed with terror and cannot move for d6 combat turns.
  5. The target's mind is wracked with dread. This fragile state grants the target the "Fear" Flaw for duration of the current adventure.
  6. The target instantly and visibly ages, losing 1 point of Strength or Agility (character's choice) permanently.
- **Incorporeal:** All apparitions are insubstantial and cannot be harmed by mundane means.
- **Invisible:** Most apparitions can turn invisible at will. Creatures attempting Task Rolls to locate and/or attack invisible creatures do so with a penalty die.
- **Manifestation:** Some apparitions are able to partially take form in order to interact with the material world. The damage listed is for the deathly cold rake of a manifesting apparition's claws. An apparition cannot be invisible while manifesting and may be attacked normally (see the Undead trait below).
- **Night Sight:** All apparitions receive a bonus die when darkness causes negative modifiers to see things.
- **Possession:** Apparitions with this ability may attempt to take possession of a living creature. In order to do so, the apparition makes an opposed Mind check against its intended victim. If the apparition's Mind check result exceeds that of its victim, it may possess that creature for 1d6 hours. This possession cannot take place during the day or on hallowed ground. Apparitions may attempt to possess one creature per day.

- **Undead:** All apparitions need not eat, breathe, nor sleep. When manifesting (see above), they are still difficult to harm; taking half damage from weapons (except those forged of cold iron or truesilver). Poison and cold cannot harm them, though fire damages them normally.



## BEAR

**Creature Size:** Huge

**Naturally Found:** Forests, mountains, meadows, plains, tundra



Brown bears are seen throughout the mainland of Fjarrstrand, with polar bears only being found in the coastal lands of the frozen north and upon the northern-most of the Bleikrbjargg Isles.

Attributes		Combat Abilities	
Strength	8	Initiative	1
Agility	0	Attack	2
Mind	-1	Damage	2d6
Lifeblood	40	Defense	1
Movement	35	Protection	2

### Traits

- **Bear Hug:** On an attack roll with a Mighty success, the bear Grapples its target (see page 56).

Bears may either crush Grappled foes (for d3+4 damage) or attempt to make bite attacks (2d6 damage). The bear gains a bonus die on bite Attack Rolls against held opponents.

- **Excellent Hunter:** Bears roll a bonus die when tracking.
- **Night Sight:** Bears receive a bonus die when darkness causes negative modifiers to see things.

## BOAR

**Creature Size:** Medium

**Naturally Found:** Forests, wetlands

Attributes		Combat Abilities	
Strength	2	Initiative	1
Agility	1	Attack	1
Mind	-1	Damage	d6H
Lifeblood	15	Defense	0
Movement	35	Protection	2

### Traits

- **Excellent Hunter:** Boars roll a bonus die when tracking.
- **Ferocious Attack:** Boars are unpredictable and vicious when attacking, gaining a bonus die on Attack Rolls.
- **Night Sight:** Boars receive a bonus die when darkness causes negative modifiers to see things.



## CATTLE

**Creature Size:** Very Large (Huge for Aurochs)

**Naturally Found:** Forests, meadows, plains, settlements, tundra

Attributes		Combat Abilities	
Strength	6	Initiative	0
Agility	-1	Attack	0
Mind	-2	Damage	d6H
Lifeblood	30	Defense	0
Movement	35	Protection	1

Northman settlers brought domesticated highland cattle with them during their exodus from Midgard.

**Aurochs:** The native, wild aurochs are found in the river valleys, wetlands, and light forests of Fjarrstrand.

Aurochs are Huge, with a Strength of 8 and 40 Lifeblood. Their attacks deal 2d6 Damage.



DEER

**Creature Size:** Medium  
(Large for bucks, Very Large for elk and moose)

**Naturally Found:** Forests, meadows, plains, tundra, wetlands

Various members of the deer family are found in these lands. Reindeer are found in the northernmost climes, while moose and red, roe, and white deer are found in the forests and wetlands of Fjarrstrand. Elk are found in the forested foothills of the Frystnærs and Eldbálkr mountain ranges.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	2	Attack	0
Mind	-2	Damage	d6
Lifeblood	10	Defense	1
Movement	40	Protection	0

Traits

- **Docile Attack:** Penalty die for the beast’s attack.
- **Night Sight:** Deer receive a bonus die when darkness causes negative modifiers to see things.

**Buck:** Bucks are Large, with a Strength of 4 and 20 Lifeblood. Their attacks deal d6H Damage. Bucks do not have the Docile Attack Flaw.

**Elk or Moose:** Elks and Moose are Very Large, with a Strength of 6 and 30 Life Blood. Their attacks deal d6H Damage. Neither elk nor moose have the Docile Attack Flaw.



**Creature Size:** Medium (Large for Garmrhunds)

**Naturally Found:** Forests, meadows, plains, settlements, tundra

Most dogs found within these lands have been bred from grey wolves over years. As a result, most dog breeds strongly resemble their lupine ancestors.



Attributes		Combat Abilities	
Strength	0	Initiative	2
Agility	2	Attack	2
Mind	-1	Damage	d6
Lifeblood	10	Defense	1
Movement	35	Protection	0

Traits

- **Excellent Hunter:** Dogs roll a bonus die when tracking.
- **Pack Hunters:** Dogs attack with a bonus die when in packs of 3 or more.
- **Night Sight:** Dogs receive a bonus die when darkness causes negative modifiers to see things.

**Garmrhunds:** Garmrhunds, bred from vargr (dire) wolves, are exceptionally large and powerful beasts that require dedicated trainers. Garmrhunds are Large, with a Strength of 4 and 20 Lifeblood. Their bite deals d6H Damage.

DRAGON

**Creature Size:** Gigantic (Immense for draki)

**Naturally Found:** Forests, mountains, coastal lands, oceans, wetlands

There are two types of dragons found in the lands of Fjarrstrand; the massive winged draki and the serpentine, wingless linnorm. Both types of dragons share many common traits; and both are known as by a variety of names: such as wyrms, dragons, drakes, snakes, and serpents.

Sea linnorms, or *sjøorm*, have fins in place of the four, short legs of their land-based ilk.

**Young Dragons:** In order to create immature dragons, simply reduce the dragon's size and adjust its Strength, Lifeblood, and Damage accordingly. Reduce its Protection value by 1 or 2.

**Elder Dragons:** Elder dragons, also known as great wyrms, are one size larger than usual. Adjust their Strength, Lifeblood, and Damage accordingly, and increase their Protection value by 1.



## Draki (Winged Dragon)

Draki are the larger of the two types of dragons, with heavier natural armor and greater intelligence. They are Immense creatures.

Attributes		Combat Abilities	
Strength	17	Initiative	0
Agility	-1	Attack	3
Mind	1	Damage	3d6
Lifeblood	85	Defense	0
Movement	35	Protection	4

### Traits

- **Breath Weapon:** Draki roll a d6 each round. On a roll of 5 or 6, the draki may use its breath weapon in place of all other attacks for the round. The breath weapon is either a fiery blast or a cloud of caustic gas that deals 3d6 damage to all creatures within 60' of the dragon (the attack may be used against creatures within a 90-degree arc). Creatures may attempt a Tough (-2) Agility Task Roll to mitigate this damage, reducing it by half.
- **Flight:** Draki may fly at their usual Movement Rate.
- **Keen Eyesight:** Dragons receive a bonus die when trying to perceive something using eyesight.
- **Keen Hearing:** Dragons receive a bonus die when trying to perceive something using hearing.
- **Keen Scent:** Dragons receive a bonus die when trying to perceive something using scent.
- **Magic Use:** Clever and ancient draki often have career ranks as Magicians or Seers.
- **Multiple Attacks:** Draki may make three attacks each round: A claw attack, a bite attack, and a tail whip.
- **Night Sight:** Draki receive a bonus die when darkness causes negative modifiers to see things.
- **Wing Buffet:** In place of its normal attacks, draki may attempt to use its vast wings to create gusts of winds. These winds extinguish naked flames and cause small objects in the area to fly about. Creatures within 30' (and in the draki's front 180-degree arc) area must make a Tough (-2) Strength Task Roll or be knocked back 5d6 feet, suffering d6 damage, and be swept off their feet. This attack may only be used once per 3 combat turns.



## Linnorm (Serpent Dragon)

### Attributes

### Combat Abilities

Strength	14	Initiative	0
Agility	0	Attack	3
Mind	0	Damage	3d6
Lifeblood	70	Defense	0
Movement	40	Protection	4

### Traits

- **Breath Weapon:** Linnorms roll a d6 each round. On a roll of 5 or 6, the linnorm may use its breath weapon in place of all other attacks for the round. The breath weapon is either a fiery blast or a cloud of poisonous gas that deals 3d6 damage to all creatures within 60' of the dragon (the attack may be used against creatures within a 90-degree arc). Creatures may attempt a Tough (-2) Agility Task Roll to mitigate this damage, reducing it by half.
- **Keen Eyesight:** Dragons receive a bonus die when trying to perceive something using eyesight.
- **Keen Hearing:** Dragons receive a bonus die when trying to perceive sounds.
- **Keen Scent:** Dragons receive a bonus die when trying to perceive something using scent.
- **Multiple Attacks:** Linnorms may make three attacks each round: A claw attack, a bite attack, and a tail whip. Sea linnorms do not make claw attacks.
- **Night Sight:** Linnorms receive a bonus die when darkness causes negative modifiers to see things.
- **Venomous Bite:** Linnorms with poisonous gas for a breath weapon also have a venomous bite. This will kill anything of up to Massive size. Heroes get to make a Tough (-2) Strength Task Roll to avoid death. On a failure, death occurs in 1d6 rounds.

## DRAUGR

**Creature Size:** Medium

**Naturally Found:** Settlements, coastal lands, forests, grave sites, wetlands

Draugr live in their graves or near the site of their death. They are animated corpses - unlike ghosts they have a corporeal body with similar physical abilities as in life. They exist either to guard their treasure, wreak havoc on living beings, or torment those who had wronged them in life.

Draugr possess superhuman strength, can increase their size at will, and carry the unmistakable stench of decay. The appearance of a draugr is that of a dead body: swollen, blackened, and generally hideous to behold.

It is thought that destroyed draugr return to haunt the living unless their corpses are beheaded and burned.

### Attributes

### Combat Abilities

Strength	4	Initiative	0
Agility	0	Attack	1
Mind	0	Damage	d6
Lifeblood	15	Defense	1
Movement	30	Protection	2



## Traits

- **Growth:** Draugr can increase to Large size, gaining a +2 bonus to Strength and increasing its Damage rating to d6H.
- **Magic Use:** Draugr who were Magicians, Priests, or Seers in life sometimes retain those career ranks in death. Shapeshifting abilities, control over weather, and the ability to divine the future are common gifts of magic using draugr. Magic using draugr typically have Mind scores of 2 or higher.
- **Night Sight:** Draugr receive a bonus die when darkness causes negative modifiers to see things.
- **Undead:** Draugr need not eat, breathe, nor sleep. They are also difficult to harm; taking half damage from weapons (except those forged of cold iron or truesilver). Poison and cold cannot harm them, though fire damages them normally.

## DWARF

**Creature Size:** Medium

**Naturally Found:** Settlements, mountains, forests, hills, subterranean

Dwarfs (also known as dvergr, duergar, or dökkálfar) are shriveled and homely folk, with stooped backs and uncanny strength. They are gifted magicians but viewed with distrust by others.

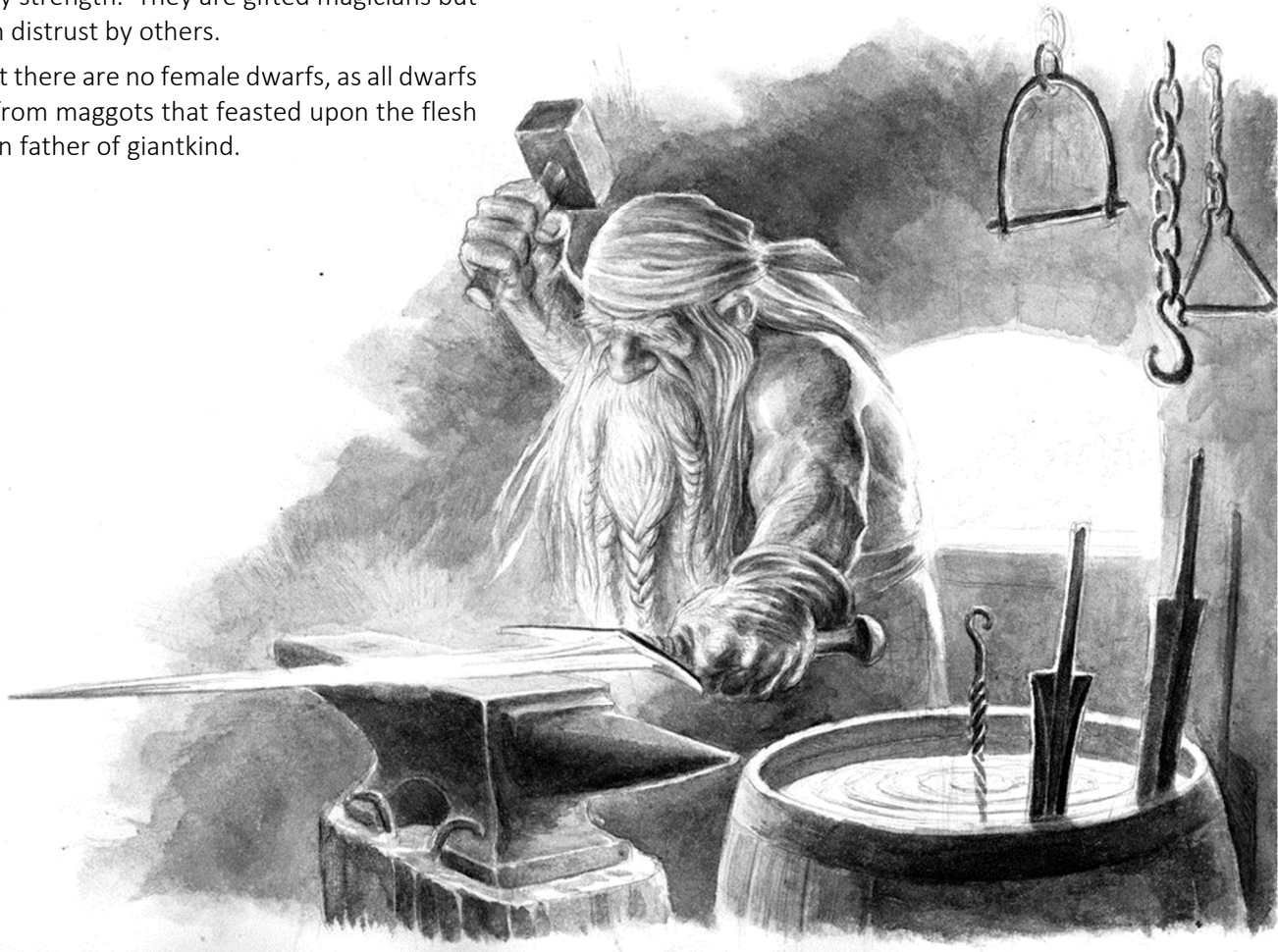
It is said that there are no female dwarfs, as all dwarfs were born from maggots that feasted upon the flesh of Ymir, slain father of giantkind.

Dwarfs have dark hair, gray or pale skin, and an aversion to sunlight. They are master smiths and miners, with knowledge of various kinds of magic and an insatiable greed for wealth and the power that it brings.

Attributes		Combat Abilities	
Strength	3	Initiative	1
Agility	0	Attack	2
Mind	2	Damage	d6
Lifblood	13	Defense	0
Movement	25	Protection	1

## Traits

- **Gifts of the Fey:** Dwarfs are immune to any effects related to age or disease. In spite of this, most dwarfs appear as stooped and aged men.
- **Magic Use:** Dwarfs are usually Artificers and Magicians of note. Their magic commonly involves shapeshifting and illusions. Their workshops usually contain with 1d6 Common and Uncommon items.
- **Night Sight:** Dwarfs receive a bonus die when darkness causes negative modifiers to see things.



# ELF

**Creature Size:** Medium

**Naturally Found:** Settlements, forests, lakes, subterranean

Elves (also known as the sidhe, alfar, or ljósálfar) are otherworldly residents of forests, meadows, and valleys far removed from the lands of humankind.

Fair-featured and graceful, elves greatly resemble comely and well-proportioned humans who remain untouched by the passage of years or ravages of diseases.

The elves are a proud, reclusive, and mercurial people who view the lands of Fjarrstrand as theirs; and its growing human populace with dismay and growing hostility.

They are skilled in magic and illusions, as well as gifted artists, artisans, and warriors.

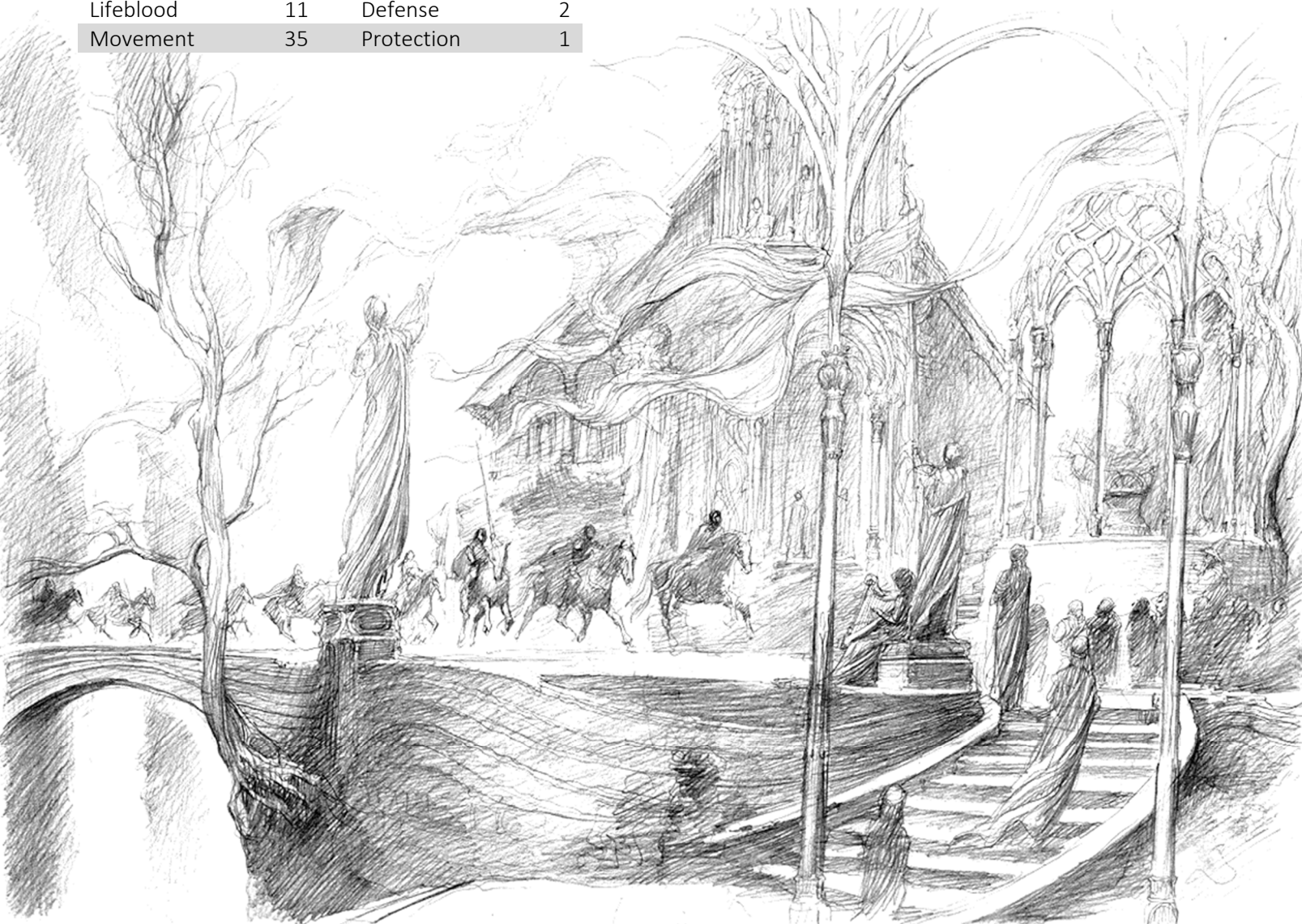
## Attributes

## Combat Abilities

Strength	1	Initiative	2
Agility	2	Attack	2
Mind	2	Damage	d6
Lifeblood	11	Defense	2
Movement	35	Protection	1

## Traits

- **Fey Vulnerabilities:** When attacked and damaged with a weapon made of cold iron or truesilver, increase the Damage rating by one type (i.e. from d3 to d6L, from d6 to d6H, from d6H to 2d6, etc.).
- **Gifts of the Fey:** The alfar are immune to any effects related to age or disease.
- **Magic Use:** Elves are usually Artificers, Magicians, or Seers. Their magic commonly involves prophecy, concealment, charms, and illusions.
- **Night Sight:** Elves receive a bonus die when darkness causes negative modifiers to see things.
- **Unearthly Presence:** Elves exude an aura of pale light and gain a bonus die when attempting to influence or intimidate non-elves.



## FINGAL

**Creature Size:** Small

**Naturally Found:** Forests

The offspring of a tomcat and a vixen, this creature is extremely fierce and aggressive. They are also known as ghouls, after their habit of digging up dead human bodies and eating their rotten flesh.

Powerful in appearance and dark of hue, a fingsal has a thick coat of fur and a long tail. The creature resembles a very large cat, with a head that blends features of both cat and fox. It is shy and alert, and very fleet of foot.

They are very intelligent and can speak human languages, as well as communicate with cats and foxes.

Attributes		Combat Abilities	
Strength	-1	Initiative	2
Agility	2	Attack	2
Mind	0	Damage	d6L
Lifblood	8	Defense	2
Movement	40	Protection	1

### Traits

- **Death Gaze:** Anyone looking into the eyes of a fingsal must make a Hard (-1) Mind Task Roll or suffer d6 damage, which is not reduced by armor. Each victim is only susceptible to this attack once. Those trying to avoid looking at the fingsal while fighting it attack with a penalty die but make their Mind check with a bonus die.
- **Excellent Hunter:** Fingsals roll a bonus die when tracking.
- **Magical Fur:** A fingsal only take ½ damage if attacked with weapons, unless they are forged from cold iron or truesilver.
- **Night Sight:** Fingsals receive a bonus die when darkness causes negative modifiers to see things.

## FOSSEGRIM

**Creature Size:** Medium

**Naturally Found:** Rivers (waterfalls)

Fossegrim are spirits, closely related to the alfar, who live in waterfalls and delight in playing music.

Fossegrim, who are always male, are magnificent musicians who play the lute day and night. They are always young and handsome, but are cursed to never leave their waterfalls. Male children born of the

union of fossegrim and a human maiden are always fossegrim.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	2	Attack	0
Mind	1	Damage	1d6L
Lifblood	10	Defense	2
Movement	30	Protection	0

### Traits

- **Enthrall:** The fossegrim is able to charm those who hear his song if they fail a Tough (-2) Mind Task Roll. Charmed individuals are open to reasonable suggestions that the fossegrim makes. This ability may only be used once on any creature, whether it succeeds or fails.
- **Fey Vulnerabilities:** When attacked and damaged with a weapon made of cold iron or truesilver, increase the Damage rating by one type (i.e. from d3 to d6L, from d6 to d6H, from d6H to 2d6, etc.).
- **Gifts of the Fey:** Fossegrim are immune to any effects related to age or disease.
- **Night Sight:** Fossegrim receive a bonus die when darkness causes negative modifiers to see things.

## GIANT

**Creature Size:** Massive (mountain giants), Enormous (storm giants), or Gigantic (fire and frost giants)

**Naturally Found:** Mountains, coastal lands, forests, lakes, ocean

Giants or jötnar, came to these lands in the years following the fall of Miðgarður. Their increasing numbers throughout Fjarrstrand, and the growing frequency of their attacks upon settlements bodes ill for the future prosperity of these lands.

There are four races of giants; mountain giants, storm giants, fire giants, and frost giants. Each race functions as a clan unto itself and, while united in their quest to destroy humanity and bring ruin to these lands, clashes between giant clans are common.

Each type of giant is the embodiment of a particular element, and is tied to habitats that exemplify that element. Jötnar (jötunn in the singular) translates as devourer, for enraged giants wreak havoc and destruction, while all giants are insatiable in their appetites.

### Fire Giants

The eldest and mightiest of giantkind, fire giants (eldjötnar) are exceedingly rare in these lands. They make their fortresses deep within volcanic mountains or far beneath the earth in huge, magma-heated caverns. So far, they have not made incursions into human settlements.

Attributes		Combat Abilities	
Strength	16	Initiative	0
Agility	0	Attack	2
Mind	1	Damage	3d6
Lifeblood	75	Defense	1
Movement	40	Protection	3

#### Traits

- **Magic Use:** Fire giants are usually Artificers, Magicians, or Seers. Their magic commonly involves prophecy, fire, shapeshifting, and illusions. Their workshops usually contain with 1d6 Common and Uncommon items.
- **Night Sight:** Fire giants receive a bonus die when darkness causes negative modifiers to see things.
- **Shapechange:** Most fire giants have the ability to shapeshift. It is common for fire giants to transform into the form of a beast (typically either a Gigantic serpent or bird of prey) or take the form of a dragon.
- **Wreathed in Flame:** As creatures of flame and flesh, mountain giants are immune to heat damage. Creatures within 10' of fire giants take a d3 of heat damage each combat turn.



### Frost Giant

Frost giants live in icy caverns or rime-crustured fortresses in the frigid lands of northernmost Fjarrstrand. Most prefer to keep to themselves in their mountain homes. Some are wise and kind with those who befriend them.

Frost giant women are extremely beautiful, and many great heroes and even gods have fallen in love with female giantesses.

Attributes		Combat Abilities	
Strength	15	Initiative	0
Agility	0	Attack	2
Mind	2	Damage	3d6
Lifeblood	75	Defense	1
Movement	40	Protection	3

#### Traits

- **Frost-Born:** Frost giants are immune to cold damage.
- **Magic Use:** Frost giants are usually Magicians or Seers. Their magic commonly involves prophecy, cold, shapeshifting, and illusions.
- **Night Sight:** Frost giants receive a bonus die when darkness causes negative modifiers to see things.
- **Shapechange:** It is common for frost giants to reduce their size in order to assume human form or to take the form of bears, boars, eagles, or wolves.



## Mountain Giants

Mountain giants (bergrisar) live in the mountain ranges and foothills of northern Fjarrstrand, dwelling in caverns and huts of stone and turf. The smallest and least intelligent of their kindred, mountain giants are Massive-sized brutes who frequently raid frontier farmsteads in search of livestock and easy plunder.

Attributes		Combat Abilities	
Strength	11	Initiative	0
Agility	0	Attack	2
Mind	0	Damage	2d6H
Lifeblood	50	Defense	0
Movement	35	Protection	2

### Traits

- **Keen Scent:** Mountain giants receive a bonus die when trying to perceive something using scent.
- **Night Sight:** Mountain giants receive a bonus die when darkness causes negative modifiers to see things.
- **Shapechange:** Rarely, mountain giants have the ability to shapeshift. It is common for mountain giants to reduce their size in order to assume human form or to take the form of bears, boars, goats, or vargr wolves.



## Storm Giant

Storm giants, also called sea giants (sjórisar), dwell near the sea in great fortresses atop cliffs or on rocky, wave-battered islands. They are closely tied to frost giants and often ally and intermarry with them.



Attributes		Combat Abilities	
Strength	13	Initiative	0
Agility	0	Attack	2
Mind	2	Damage	2d6H
Lifeblood	65	Defense	1
Movement	40	Protection	3

### Traits

- **Magic Use:** Storm giants are often Magicians or Seers. Their magic commonly involves prophecy, calling forth storms or winds, shapeshifting, and illusions.
- **Night Sight:** Storm giants receive a bonus die when darkness causes negative modifiers to see things.
- **Shapechange:** Some storm giants have the ability to shapeshift. It is common for storm giants to reduce their size in order to assume human form or to take the form of sea linnorms, whales, or eagles.
- **Storm-Born:** Storm giants are immune to cold damage and can breathe under water.

## GOAT

**Creature Size:** Medium

**Naturally Found:** Forests, mountains, coastal lands, oceans, wetlands

All Fjarrstrandian goats are descended from the mountain goats (stenabock) of the northern climes. Some smaller breeds of domesticated goats are found in civilized lands.

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	1	Attack	1
Mind	-1	Damage	d6
Lifeblood	10	Defense	0
Movement	30	Protection	1

### Traits

- **Sure-Footed:** Goats gain a bonus die on Task Rolls made to traverse uneven terrain.

**Small Breeds:** Small breeds of domesticated goats have a -1 Strength, 6 Lifeblood, and a Damage rating of d6L.

## HAUGBUI (WIGHT)

**Creature Size:** Medium

**Naturally Found:** Grave sites, coastal lands, oceans

Wights, also called haugbui or vættir, are spirits that haunt and guard their burial sites. Unlike draugr, haugbui are unable to leave their grave sites and only attack those that trespass upon their territory.

Haugbui are rarely found far from their burial places, while those who perish at sea are said to either float alongside boats or sail around them in a partially submerged vessel.

Some accounts portray them as shapeshifters who take on the appearance of seaweed or moss-covered stones on the shoreline.

Attributes		Combat Abilities	
Strength	2	Initiative	1
Agility	1	Attack	1
Mind	1	Damage	d6
Lifeblood	12	Defense	1
Movement	30	Protection	1

### Traits

- **Incorporeal:** Haugbui are usually insubstantial when first encountered and cannot be harmed by mundane means.

- **Invisible:** Most haugbui can turn invisible at will. Creatures attempting Task Rolls to locate and/or attack invisible creatures do so with a penalty die.
- **Magic Use:** Haugbui who were Magicians, Priests, or Seers in life sometimes retain those career ranks in death. Shapeshifting abilities, control over weather, and the ability to divine the future are common gifts of magic using haugbui. Magic using haugbui typically have Mind scores of 2 or higher.
- **Manifestation:** Haugbui are able to partially take material form in order to interact with the material world. The damage listed is for the deathly cold rake of a manifesting wight's claws or from the weapons they wield. A haugbui cannot be invisible while manifesting and may be attacked normally (see the Undead trait).
- **Night Sight:** Haugbui receive a bonus die when darkness causes negative modifiers to see things.
- **Undead:** Haugbui need not eat, breathe, nor sleep. When manifesting (see above) they are still difficult to harm; taking half damage from weapons (except those forged of cold iron or truesilver). Poison and cold cannot harm them, though fire damages them normally.



## HORSE

**Creature Size:** Large

**Naturally Found:** Forests, meadows, plains, settlements, tundra

Horses are able to make use of speed to escape predators, have a well-developed sense of balance, and have a strong fight-or-flight response. Related to this need to flee from predators in the wild comes an unusual trait: horses are able to sleep either standing up or lying down.

Horses usually use their hooves to attack.

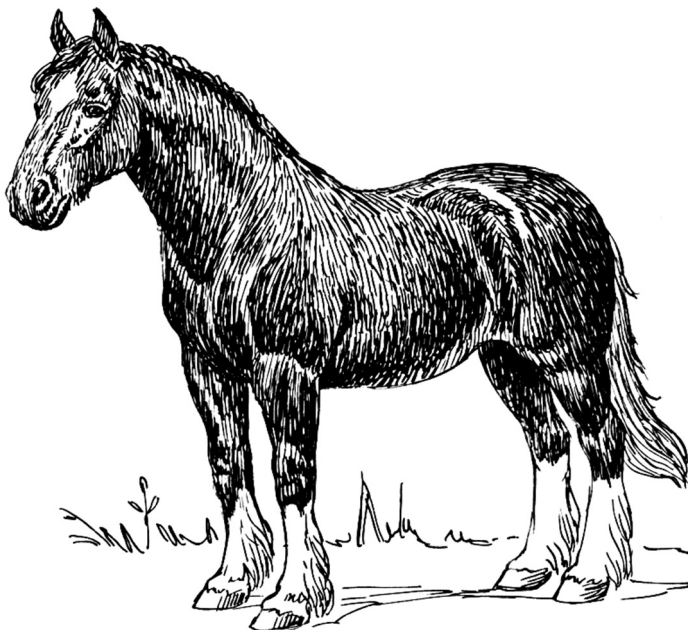
Attributes		Combat Abilities	
Strength	4	Initiative	1
Agility	1	Attack	1
Mind	-2	Damage	d6
Lifeblood	20	Defense	0
Movement	45	Protection	0

### Traits

- **Skittish:** If startled or threatened, horses will attempt to flee from the area. Without extensive training, horses are ill-suited for combat.

**Very Large Breeds:** Draft or shire horses are Very Large and have a 6 Strength, 30 Lifeblood, and a Damage rating of d6H.

**Warhorses:** Warhorses add 1 to their Strength and gain a +1 bonus to their Attack and Defense values. They do not have the Skittish Flaw. Warhorses can be trained to deliver vicious bite attacks (d6 Damage) in addition to their hoof attack.



## HULDREFOLK

**Creature Size:** Medium

**Naturally Found:** Settlements, forests, lakes, subterranean



The huldrefolk, who are rumored to be from a cursed line of elves, dwell within the forests of frontier lands.

Whereas the female huldre is almost invariably described as incredibly beautiful, the males of the race are often said to be hideous, with grotesquely long noses. As such, tales abound of huldre women posing as human women in order to take human males as their lovers.

Huldre women appear normal from the front, but are either hollow from behind or possess a cow's tail. Some have both marks of their kindred.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	1	Attack	0
Mind	1	Damage	d6
Lifeblood	10	Defense	1
Movement	30	Protection	0

### Traits

- **Fey Vulnerabilities:** When attacked and damaged with a weapon made of cold iron or truesilver, increase the Damage rating by one type (i.e. from d3 to d6L, from d6 to d6H, from d6H to 2d6, etc.).
- **Gifts of the Fey:** The huldrefolk are immune to any effects related to age or disease.
- **Night Sight:** Huldrefolk receive a bonus die when darkness causes negative modifiers to see things.

# KRAKEN

**Creature Size:** Colossal

**Naturally Found:** Ocean

This mammoth, eight-legged octopus, is the most feared sea monster throughout these lands. It is sometimes called the ocean mist (hafgúfa) because of the steaming vomit and unclean vapor that the creature belches out with the intention of attracting prey.

Those who have seen this monster, describe it as being more like a piece of land than a living animal.

An encounter with this creature in the sea usually begins with a ship encountering a foul-smelling mist in a patch of ocean covered by steaming bits of fish and parts of other sea creatures. The ship then eventually finds a piece of land that looks featureless and desolate. It is very dangerous to walk over the land, as it can disappear at any moment, taking the men with it.

Another tactic of this creature is to lie still at the surface of the sea in such way that it looks like a piece of land with a fjord, when in fact the ship sails right atop the mouth of the creature, which then snaps it shut in a one sudden move.

The kraken can produce a terrible roar that causes boats to tremble to the point of falling apart.

Attributes		Combat Abilities	
Strength	22	Initiative	1
Agility	-1	Attack	1
Mind	-1	Damage	4d6
Lifeblood	100	Defense	0
Movement	40'	Protection	4

## Traits

- **Foul-Smelling Mist:** The ocean mist can belch a mist that obscures vision. Anyone breathing the mist must make a Hard (-1) Strength Task Roll or be sickened. Sickened creatures suffer a penalty die to all further Task Rolls until they leave the mist.
- **Multiple Attacks:** The kraken can attack up to 3 times each round, once with its beak and twice with its massive tentacles.



- **Roar:** The kraken can emit a terrible roar that weakens the structural integrity of ships by making the wooden planks vibrate, causing 1d6 points of damage to the ship's hull each round. The kraken cannot make its bite attack while roaring.
- **Tentacle Grapple:** The kraken may attempt to Grapple (see page 56) an opponent, rather than attack, with one or more tentacles. The kraken may either crush Grappled foes (for d3+11 damage) or attempt to make bite attacks (4d6 damage) with its massive beak. Held opponents may attack with light weapons until they break the hold (by winning an opposed Strength roll). The kraken gains a bonus die on bite Attack Rolls against held opponents, while held opponents suffer a penalty die to their Attack Rolls.

# LYGTEMÆND

**Creature Size:** Very Small

**Naturally Found:** Grave sites, wetlands

Stories tell of the lygtemænd, known to the Brjotaband as a will o' the wisp, as spirits of those who have drowned in lakes and marshes. According to some stories, these spirits attempt to lead a lost wanderer to a similar death. They appear as small, semi-corporeal, orbs of ghostly flame, much like lanterns in the distance.

The lights are also seen as death omens, and when seen within graveyards they are known as corpse lights. These were said to light the path of a coming funeral - from the victim's home to the graveyard - in the form of small flickering flames. In other tales, the light is said to appear in places where a tragedy is about to occur.

Attributes		Combat Abilities	
Strength	-1	Initiative	2
Agility	2	Attack	2
Mind	1	Damage	d6L
Lifeblood	5	Defense	2
Movement	40	Protection	0

## Traits

- **Compulsion:** The lygtemænd draws viewers directly toward it, heedless of the intervening terrain. In order to resist this compulsion, the viewer make succeed at a Tough (-2) Mind Task Roll.

- **Ghost-Fire:** The ghostly orb of the lygtemænd burns with a deathly cold that deal d6L Damage.
- **Night Sight:** Lygtemænd receive a bonus die when darkness causes negative modifiers to see things.
- **Undead:** Lygtemænd need not eat, breathe, nor sleep. They are also difficult to harm; taking half damage from weapons (except those forged of cold iron or truesilver). Poison and cold cannot harm them, though fire damages them normally.

## MERFOLK

**Creature Size:** Medium

**Naturally Found:** Coastal lands and waters, oceans

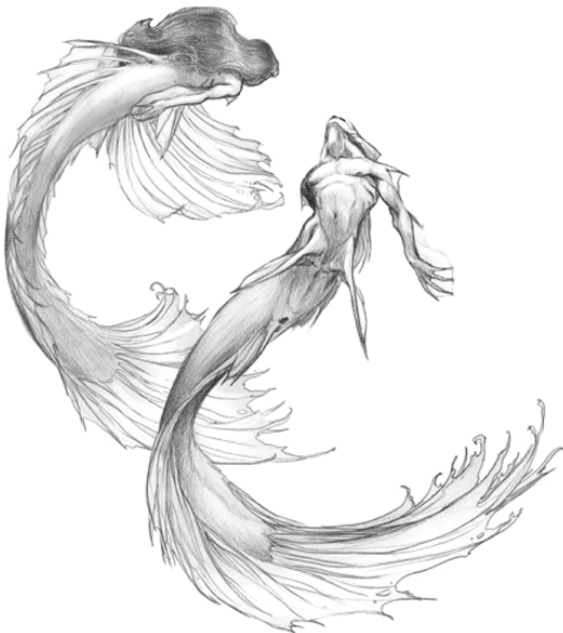
The marmennill are mermen with the ability to prophesy the future. These creatures are half-man, and from the waist down, half-fish. They have large heads with hideous features, and broad hands. Its female counterpart, the margygur, has similar features but is quite comely.

They live from hunting fish and other sea creatures, and by farming seaweed.

Attributes		Combat Abilities	
Strength	1	Initiative	1
Agility	1	Attack	1
Mind	1	Damage	1d6
Lifeblood	11	Defense	1
Movement	30	Protection	1

### Traits

- **Seers:** Most merfolk have Seer career ranks and are able to glimpse into the future.



## NATTMARA

**Creature Size:** Medium

**Naturally Found:** Settlements, forests



The Nattmara or night mare is a malevolent spirit that takes the form of a pale and emaciated young woman. Dressed in a night gown, with pale skin and long black hair and nails, the nattmara is not wholly incorporeal but is able to slip through the slightest crack in a wall in order to enter a home. Once within, the nattmara terrorizes the sleeping by "riding" on their chest, thus giving them nightmares.

Those who have been visited by a nightmare are left disheveled and drained of energy, in a weakened state that is often followed by a period of illness.

Nattmaras are said to wither animals and even trees that they happen upon.

Attributes		Combat Abilities	
Strength	1	Initiative	1
Agility	1	Attack	1
Mind	1	Damage	d6
Lifeblood	10	Defense	1
Movement	30	Protection	0

### Traits

- **Nightmare:** The nattmara paralyzes its victim by tapping into its worst fears, and drains them of their Strength. In order to resist these effects, the victim must succeed at a Tough (-2) Mind Task Roll. Failure indicates that the victim is frozen with fear for 3d6 rounds and permanently drained of 1 Strength.
- **Night Sight:** Nattmaras receive a bonus die when darkness causes negative modifiers to see things.
- **Undead:** Nattmaras need not eat, breathe, nor sleep. They are also difficult to harm; taking half damage from weapons (except those forged of cold iron or truesilver). Poison and cold cannot harm them, though fire damages them normally.

## NØKKEN

**Creature Size:** Medium

**Naturally Found:** Rivers (waterfalls)

Nøkken, näcken, or strömkarlen, is a water-dwelling relative of Fossegrim. Unlike his kinsman, the nøkk is both dangerous and clever. The nøkk plays music to lure his victims out onto thin ice or in leaky boats and then draws them down to the bottom of the water where he is waiting for them.

The nøkk are shapeshifters, usually changing into a horse or a man in order to lure victims to their death.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	2	Attack	0
Mind	1	Damage	1d6L
Lifblood	10	Defense	2
Movement	30	Protection	0

### Traits

- **Enthrall:** Nøkken are able to charm those who hear their song if they fail a Tough (-2) Mind Task Roll. Charmed individuals are open to reasonable suggestions that the nøkken makes. This ability may only be used once on any creature, whether it succeeds or fails.
- **Fey Vulnerabilities:** When attacked and damaged with a weapon made of cold iron or truesilver, increase the Damage rating by one type (i.e. from d3 to d6L, from d6 to d6H, from d6H to 2d6, etc.).
- **Gifts of the Fey:** Nøkken are immune to any effects related to age or disease.
- **Night Sight:** Nøkken receive a bonus die when darkness causes negative modifiers to see things.
- **Shapechange:** Nøkken are able to take the form of humans of various ages, and horses.

## NYKUR (KELPIE):

**Creature Size:** Very Large

**Naturally Found:** Lakes, wetlands

Nykur are horse-like creatures found in the deepest of ponds, in large lakes of great depth, and in great rivers throughout Fjarrstrand.

On the surface of frozen lakes, sometimes a booming noise can be heard, caused by the horsehide dragging along the bottom of the ice cover.

They live in herds under the surface of lakes and rivers, but will sometimes emerge out of the water, and if the lake is frozen, it will break the ice with enormous force.

They strongly resemble a normal horse, usually grey in color, with a luxuriant mane and tail. The hoof of a nykur also resembles the hoof of a normal horse, but it has a hollow underneath to help with swimming. The front of the legs have long hair, while the back of the legs have shorter hair, sometimes giving the impression that the hoof is turned the wrong way round.

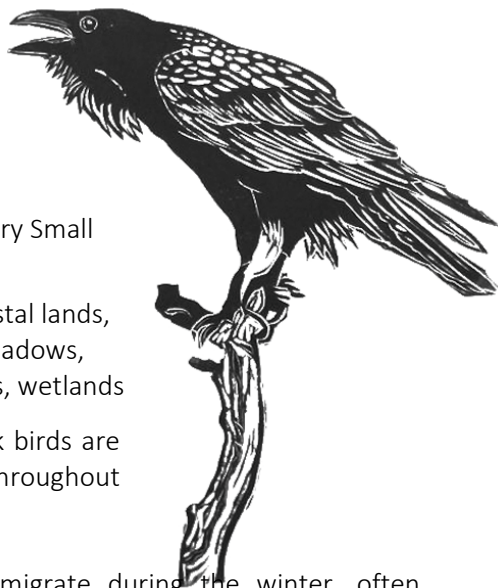
Nykur are known for tempting people onto their backs in order to plunge into the nearest water, drowning the victims and eating them under the water. It is also considered dangerous to lie by holes in the ice to fish after nightfall, as a nykur may break up the ice and drown those lying on it.

Some stories say that nykur can also shapeshift into the forms of women.

Attributes		Combat Abilities	
Strength	6	Initiative	1
Agility	1	Attack	1
Mind	-1	Damage	d6
Lifblood	30	Defense	1
Movement	45	Protection	1

### Traits

- **Shapechange:** Nykur are able to take the form of human women.



## RAVEN

**Creature Size:** Very Small

**Naturally Found:**

Settlements, coastal lands, forests, lakes, meadows, plains, mountains, wetlands

These large black birds are very common throughout Fjarrstrand.

Ravens do not migrate during the winter, often complementing their diet with leftovers from human farms.

Fjarrstrandian ravens are very intelligent and wise, even more-so than people realize. They have a structured society and their own laws. They congregate at specific locations twice a year, mid-summer and mid-winter, and at these gatherings they lay the ground rules for their society and to settle disputes.

Human farmers have at times observed those gatherings, and call them “raven assemblies” (hrafnathing).

Most ravens are capable of understanding and speaking one or more languages, but tend to hide that fact from humans.

Attributes		Combat Abilities	
Strength	-2	Initiative	1
Agility	1	Attack	1
Mind	0	Damage	d3
Lifeblood	2	Defense	1
Movement	45	Protection	0

#### Traits

- **Speech:** Ravens can speak one or more languages in addition to their own language.

## SELKIE

**Creature Size:** Medium

**Naturally Found:** Coastal lands and waters, oceans



Selkies or sealskins are intelligent seals that live along the coast, and have the ability to turn into humans by removing their seal skin.

When in human form, they are stunningly beautiful. It is said that if a man manages to steal a skin from a selkie, the selkie is under his power. Female selkies are said to make excellent wives but, because their true home is the sea, will often be seen gazing longingly at the ocean. If she finds her skin she will immediately return to her true home, and sometimes to her selkie husband.

Male selkies are described as being very handsome in their human form, and having great seductive powers over women. They typically seek those who are dissatisfied with their lives, such as the lonely wives of sailors.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	1	Attack	0
Mind	1	Damage	d6
Lifeblood	10	Defense	1
Movement	30	Protection	0

#### Traits

- **Shapeshift:** A sealskin’s natural shape is that of a seal, but they can change into human form by removing their seal skin. If the skin is lost, a sealskin can never change back to its seal form, and must live forever as a human.

## SHELL MONSTER

**Creature Size:** Very Large

**Naturally Found:** Coastal lands and waters, oceans

The shell monster (skeljaskrímsli) is a four-legged beast inhabiting coastal waters. They occasionally come ashore, attracted by sources of light, and to visit fresh-water sources.

This creature is about the size of a very large horse, but is very broad and muscular. It has a tail with a lump at the end. The legs are stout and short, the footprints nearly circular. Its eyes are red. Its trunk is covered by a layer of dark-blue scales that shine under the moonlight.

A shell monster only comes out of the sea under the cover of darkness, and is always accompanied by a clattering noise, produced by the friction of its enormous claws rubbing together and also by the rattling armor of shells.

Few people have survived an encounter with a shell monster, and none have spoken of actually managing to kill one of these beasts. They are very fast in combat, using the tail to attack, as well as biting with its long and powerful jaws and very long teeth, which are always illuminated by a phosphorescent glow. The extremely long claws, kept turned inwards when the creature walks on land, can also be used to attack an enemy to devastating effect.



Attributes		Combat Abilities	
Strength	7	Initiative	2
Agility	1	Attack	3
Mind	-2	Damage	2d6
Lifeblood	30	Defense	1
Movement	30	Protection	4

Traits

- **Multiple Attacks:** The shell monster can attack up to three times each round, once with its tail, once with its vicious bite, and once with its claws.
- **Night Sight:** Shell monsters receive a bonus die when darkness causes negative modifiers to see things.
- **Poisonous Blood:** The blood of a shell monster contains a deadly poison. A character fighting one of these creatures must succeed at a Moderate (±0) Strength Task Roll each time he deals damage to the monster in close combat. On a failed roll, the character is wracked with pain and suffers impaired vision. This causes the character to suffer a penalty die to all Task Rolls for the remainder of the encounter.

SNAKE

**Creature Size:** Very Small

**Naturally Found:** Settlements, mountains, forests, lakes, wetlands

Snakes range in size, from the size of a groundworm to over 20 feet in length. Most Fjarrstrandian serpents are Tiny or Very Small in size. Only a few species of constrictor snakes found in the southernmost frontier grow to larger sizes.

Attributes		Combat Abilities	
Strength	-2	Initiative	2
Agility	2	Attack	2
Mind	-2	Damage	1
Lifeblood	2	Defense	1
Movement	25	Protection	0

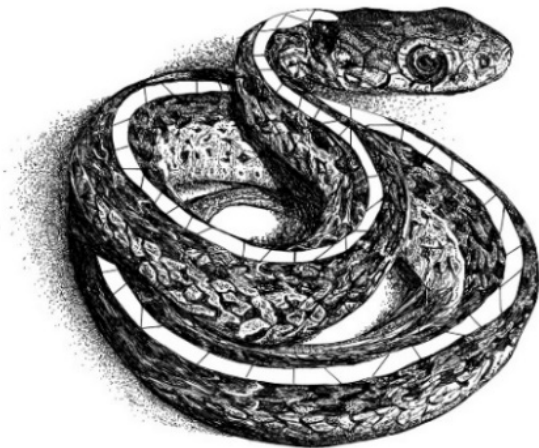
Traits

**Constriction:** Constrictor snakes (see below) may attempt to wrap around (see Grapple on page 56) an opponent rather than attack.

The kraken may either crush Grappled foes (for d3+ ½ Strength damage) or attempt to make bite attacks (1 point or see below). Snakes gain a bonus die on bite Attack Rolls against held opponents.

- **Poison:** Some breeds of snakes have venomous bites. A bitten creature who takes damage must make a Hard (-1) Strength Task Roll or suffer d6 Damage.

**Constrictor Snakes:** Larger breeds of snakes are typically constrictor snakes; found only in Fjarrstrand’s warmer southern climes. For Small snakes, change Strength to -1, Lifeblood to 5, and the Damage rating to d3. For Medium snakes, change Strength to 0, Lifeblood to 10, and the Damage rating to d6L. For Large snakes, change Strength to 5, Lifeblood to 18, and the Damage rating to d6.



# SMÅFOLK

**Creature Size:** Small

**Naturally Found:** Settlements, forests, mountains, subterranean, wetlands

Småfolk represent several types of diminutive beings, of faerie origin, who inhabit a particular stretch of land and act as its guardian.

Some, like the nisse and tomte, are said to aid those who show them kindness but cause mischief or harm to those who mistreat them. Others, like kobolds, red caps and spriggans, delight in bringing harm to unfortunate folk who trespass into their domains.

Most småfolk are homely, with peasant's garb, and stand no taller than a small child. They often appear as small, wizened men.

Attributes		Combat Abilities	
Strength	-1	Initiative	2
Agility	2	Attack	1
Mind	1	Damage	d6L
Lifeblood	9	Defense	1
Movement	30	Protection	1

## Traits

- **Fey Vulnerabilities:** When attacked and damaged with a weapon made of cold iron or truesilver, increase the Damage rating by one type (i.e. from d3 to d6L, from d6 to d6H, from d6H to 2d6, etc.).
- **Gifts of the Fey:** Småfolk are immune to any effects related to age or disease.
- **Magic Use:** Småfolk often have career ranks as Magicians or Seers. Illusions, magical concealment, enchantments, and the ability to divine the future are common gifts of magic using småfolk. Magic using småfolk typically have Mind scores of 2 or higher.
- **Night Sight:** Småfolk receive a bonus die when darkness causes negative modifiers to see things.
- **Shapechange:** Småfolk are often able to alter their size. Nisse and tomte can shrink to the size of a mouse (Tiny), while spriggans can grow to Very Large brutes. Adjust the småfolk's Strength and Damage ratings to reflect their new size. Lifeblood ratings do not change.

**Kobold:** Kobolds or knockers are said live within mines and cause all manner of calamity for miners.

**Redcaps:** Redcaps are said to murder travelers who stray into their domains and dye their hats with their victims' blood (from which they get their name). Redcaps must kill regularly, for if the blood staining their hats dries out, they die. Redcaps are very fast in spite of the heavy iron pikes (d6 damage) they wield and the iron-shod boots they wear. Outrunning a redcap is supposedly impossible (Movement of 50').

They are depicted as sturdy old men with red eyes, taloned hands and large teeth, wearing a red cap and bearing a pikestaff in the left hand



**Spriggans:** The toughest of småfolk, spriggans are said to be descended from a cursed line of giants. Spriggans are notorious for their unpleasant dispositions, and delight in working mischief. They raise sudden whirlwinds to terrify travelers, send storms to blight crops, and sometimes steal mortal children, leaving ugly changelings in their place. They have 15 Lifeblood.

## TROLL (HAG)

**Creature Size:** Huge

**Naturally Found:** Mountains, coastal lands, forests, lakes, wetlands



Trolls, also called trows, ogres, ettins, or böggel-menn, live in mountains, caves, and cliffs, especially bird cliffs. Like humans, they live together in small groups or as family units (usually as father-and-daughter or mother-and-son), and are rarely described as helpful or friendly.

They fish, cultivate land, and keep livestock. Although considered by humans to be fearsome and cruel creatures, they often live in mountains near human farms without causing any trouble. Though commonly ill-tempered, they usually treat people as they are treated and return favors for favors. If ill-treated or harmed, they will exact vengeance.

Trolls are nocturnal creatures, and turn to stone if exposed to sunlight. Many strange rock formations are in fact trolls that have stayed out too late into the night and were turned into stone by the morning sun. A dead troll always turns to stone.

Trolls are frequently described as being extremely old, very strong, but slow and dim-witted. These accounts, however, are often misleading. Trolls often possess keen and cunning intelligence, long memories, and great knowledge of wood lore. While they are slow moving at in the dim light of the pre-dawn sky or at dusk, they are surprising swift when encountered at night. Some trolls appear much as brutish humans.

Particularly foul-tempered and brutish trolls are often called ogres, ettins, or böggel-menn.

### Attributes

Strength	9
Agility	0
Mind	0
Lifeblood	45
Movement	35

### Combat Abilities

Initiative	0
Attack	2
Damage	2d6H
Defense	0
Protection	3

### Traits

- **Magic Use:** Trolls, particularly troll-wives (see below) often have career ranks as Magicians or Seers. Illusions, weather control, magical concealment, enchantments, and the ability to divine the future are common gifts of magic using trolls. Magic using trolls typically have Mind scores of 2 or higher.
- **Night Sight:** Trolls receive a bonus die when darkness causes negative modifiers to see things.
- **Regeneration:** Trolls regain 1 point of Lifeblood each combat round. Wounds dealt by fire, or by weapons made of cold iron or truesilver, do not regenerate.
- **Sun-Cursed:** Trolls bear an ancient curse that turns them to solid stone in daylight. This effect ends at sunset. They take a penalty die to all Task Rolls in twilight and in the light of the pre-dawn sky. Hags do not share this curse.



**Hags:** Hags, or trollwives, are magic-using troll women. It is said that their gifts are passed down through to their daughters. They greatly resemble their ugly troll husbands.

## WARDEN TREE

**Creature Size:** Massive

**Naturally Found:** Settlements, forests

Very old trees (often a linden, ash, rowan, or elm) growing on farms are often dubbed "warden trees" (vårdträd), and are believed to defend the farmsteads from bad luck.



Particularly ancient trees are, indeed, sentient and are able to move about; using their roots as legs and branches as arms and hands. They speak their own tongue in addition to that of the local people.

Attributes		Combat Abilities	
Strength	10	Initiative	0
Agility	-1	Attack	1
Mind	1	Damage	2d6H
Lifblood	50	Defense	0
Movement	30	Protection	3

### Traits

- **Ironbark:** The bark of warden trees is particularly thick and tough. Blows from weapons other than those with the Sundering property (such as axes, swords, and some polearms) deal half damage.
- **Vulnerable to Fire:** When damaged by fire, increase the Damage rating by one type (i.e. from d3 to d6L, from d6 to d6H, from d6H to 2d6, etc.).

## WHALE

**Creature Size:** Very Large to Immense

**Naturally Found:** Ocean

Various whale species are found in the waters of the Riðhaf, including pilot, killer, sperm, and gray whales.

Whaling is a dangerous, but profitable enterprise undertaken by Austrmen and Gamlegard whaling crews.

Fjarrstrandian whales are known to attack whaling ships as a united pod. Pod sizes range from 3-10 for gray whales to as many as 40 for killer whales.

## Gray Whale

Attributes		Combat Abilities	
Strength	14	Initiative	0
Agility	0	Attack	0
Mind	0	Damage	2d6
Lifblood	70	Defense	0
Movement	40	Protection	2

## Pilot or Killer Whale

Attributes		Combat Abilities	
Strength	10	Initiative	1
Agility	1	Attack	1
Mind	0	Damage	d6H
Lifblood	50	Defense	1
Movement	40	Protection	1

## Sperm Whale

Attributes		Combat Abilities	
Strength	12	Initiative	0
Agility	0	Attack	1
Mind	0	Damage	2d6
Lifblood	60	Defense	1
Movement	40	Protection	2

## WOLF

**Creature Size:** Medium to Large

**Naturally Found:** Forests, meadows, plains, tundra, wetlands

The native species of wolves in these lands are grey wolves and the larger, more aggressive, vargr wolf.

## Gray Wolf

Gray wolves usually live in packs which consist of the adult parents and their offspring of the last 2 or 3 years. The adult parents are usually unrelated, and other unrelated wolves may sometimes join the pack.

Attributes		Combat Abilities	
Strength	1	Initiative	1
Agility	2	Attack	3
Mind	-1	Damage	d6
Lifblood	10	Defense	1
Movement	35	Protection	0

### Traits

- **Excellent Hunter:** Wolves roll a bonus die when tracking.
- **Night Sight:** Wolves receive a bonus die when darkness causes negative modifiers to see things.
- **Pack Hunters:** Wolves attack with a bonus die when in packs of 3 or more.

### Vargr Wolf

Vargr wolf packs are led by the dominant male, though it is not uncommon for adult wolves to hunt alone. They are Large creatures.

Attributes		Combat Abilities	
Strength	4	Initiative	1
Agility	1	Attack	2
Mind	-1	Damage	d6H
Lifeblood	10	Defense	1
Movement	35	Protection	1

#### Traits

- **Excellent Hunter:** Wolves roll a bonus die when tracking.
- **Night Sight:** Wolves receive a bonus die when darkness causes negative modifiers to see things.

### ZOMBIE

Generic skeleton-like or zombie-like undead, called aptgangers or after-walkers, can be created as Rabble (see the following, *Non-Player Characters*, section). They are dressed in whatever clothes and armor they had on whilst living, though the clothing of skeletal aptgangers will be far more tattered (if it hasn't rotted away altogether).



These undead click, lurch or shamble as they walk, and are mindless and speechless.

## NON-PLAYER CHARACTERS

NPCs come in three types:

- Rabble
- Toughs
- Villains

These are described in more detail in the following sections, but typical ranges of statistics for NPCs are shown on the NPC Quick-Reference Chart on page 145.

### RABBLE

Rabble are the ordinary unnamed masses – innkeepers, traders, beggars, journeymen, urchins and acolytes. They are the crowds in the marketplace, the grizzled drunks in the tavern, the horde of berserker raiders ransacking the region, and the ordinary warriors in an army.

They are often poorly armed and armored, and individually pose no threat whatsoever to the Heroes. They can be much more of a problem when they form mobs.

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	0	Attack	0
Mind	0	Damage	d3 or 1
Lifeblood	2+Str	Defense	0
Movement	30	Protection	0 or 1

Rabble have 0 in attributes and in their combat abilities. The more experienced will have a career at rank 1. Although some might be described as wearing armor and bearing weapons, they are so poor in comparison to the Heroes that this makes little or no difference to their chances of survival.

They have 2 Lifeblood, which means more or less any hit takes them out of the fight. Singly, they use a d3 for damage (irrespective of the weapons they are actually using, and do only 1 point of damage if unarmed).

If they are Magicians or Priests, they are called students or acolytes and they have 2 points of Arcane Power. If they are Seers, they are called initiates and one in every six of them will have a Fate Point.

**Hordes:** Rabble can attack as a horde if there is room for them to attack the Hero at the same time.

In that case, the horde attacks as one, but receive +1 to their combined Attack Roll for each Rabble attacking, so +2 if there are 2, +3 if there are 3 and so

on. No more than 8 Rabble may attack the same target at the same time, unless the target is larger than them.

Circumstances and weapons used will dictate how many are able to attack at the same time. If they manage to hit, they roll d6L for damage as a group (they do not inflict damage individually).

Large groups of Rabble in combat with each other are broadly unimportant because the story is about Heroes, not about ordinary folks. If you do have a situation where Rabble are fighting against Rabble, simply determine which side has the highest number and allow them to cause d6L damage to their opponents – the Rabble with the lowest numbers will cause d3 damage to their enemy in one combat round. Don't even bother with an Attack Roll.

**Example:** 10 Rabble bandits attack the Hero's 7 Rabble followers, whilst he is clashing swords with the bandit leader. The GM rolls d6L and gets a 3 and a 2, so the bandits kill 2 of the followers. The player rolls a d3 and gets a 1, so his followers kill 1 of the bandits. They're just about hanging on, but they need the Hero to defeat the bandit leader and then lead them to victory!



## TOUGHS

Sometimes you will require some NPCs that are better than Rabble but that you don't wish to make into full Villains. These might be sergeants of the city watch, huscarls, or mercenaries and adventurers – a cut above the ordinary foot soldiers, but will never aspire to the heights of the true Heroes.

Generally, these characters can be created by spending 2 points on attributes, combat abilities, and careers. Give them 5 Lifeblood (plus their Strength) and you're good to go.

**Villain Point:** Toughs have 1 Villain Point (VP), which are used by the GM in the same way the players use their Hero Points.

### Animal Handler

Whether a lord's stable master or a traveling bear-tamer, a skilled animal handler can readily find employ throughout Fjarrstrand.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	0	Melee	1
Mind	0	Ranged	-1
Appeal	2	Damage	d3
Lifeblood	5	Defense	1
Movement	30	Protection	1

**Careers:** Beastmaster 2  
**Protection:** Padded leather and bracers (1)  
**Defense:** -  
**Weapon:** Whip (d3)  
**Points:** Lifeblood 6

### Archer

Archers serve in both militia (fyrd) armies or as part of mercenary forces. Fraevolk archers are renowned for their use of great bows.

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	2	Melee	0
Mind	0	Ranged	2
Appeal	-1	Damage	d6+1
Lifeblood	6	Defense	0
Movement	30	Protection	1

**Careers:** Warrior 2; or Mercenary 1, Warrior 1  
**Protection:** Padded leather and bracers (1)  
**Defense:** -  
**Weapon:** Bow (d6+1)  
**Points:** Lifeblood 6

Fraevolk archers have a Strength rating of 2 and Agility of 1. Great bows deal d6H damage.

## Bard

Warrior-poets whose words can inspire allies and dishearten enemies, bards are as useful as they are versatile.

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	0	Melee	1
Mind	0	Ranged	0
Appeal	2	Damage	d6
Lifeblood	5	Defense	1
Movement	30	Protection	1

**Careers:** Skald 2  
**Protection:** Leather jerkin (1)  
**Defense:** -  
**Weapon:** Sword (d6)

## Berserker

These battle-crazed warriors howl like wild beasts, foam at the mouth, and gnaw the iron rim of their shields before charging into battle. They wear a bear, wolf, or boar's pelt, which they believe grants them strength and ferocity in battle, but scorn the use of armor.

Attributes		Combat Abilities	
Strength	2	Initiative	1
Agility	1 (0)	Melee	2
Mind	0	Ranged	-1
Appeal	-1	Damage	d6+2
Lifeblood	7	Defense	0 (2)
Movement	30	Protection	1

**Careers:** Berserker 2  
**Protection:** Pelts (1)  
**Defense:** Large shield (2)  
**Weapon:** Axe, sword, or spear (d6+2)

## Brigand

Lordless men sometimes take to the frontier in order to ambush and rob travelers.

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	2 (1)	Melee	1
Mind	0	Ranged	1
Appeal	-1	Damage	d6+1
Lifeblood	6	Defense	0 (2)
Movement	30	Protection	1

**Careers:** Thief 1, Warrior 1  
**Protection:** Quilted jack (1)  
**Defense:** Large shield (2)  
**Weapon:** Axe, spear, or bow (d6+1)

## Burglar

Larger settlements are often plagued with thieves.

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	2	Melee	0
Mind	0	Ranged	0
Appeal	0	Damage	d6L+1
Lifeblood	5	Defense	2
Movement	30	Protection	0

**Careers:** Thief 2  
**Protection:** -  
**Defense:** -  
**Weapon:** Dagger (d6L+1)

## Chirurgion

This Physician learned his craft by tending to the wounds of many battle-maimed warriors, and by treating a variety of illnesses over the years.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	0	Melee	0
Mind	2	Ranged	0
Appeal	0	Damage	d6L
Lifeblood	5	Defense	1
Movement	30	Protection	1

**Careers:** Physician 2  
**Protection:** Leather apron and gloves (1)  
**Defense:** -  
**Weapon:** Dagger (d6L)

## Court Advisor

This far-sighted and keen-tongued advisor has his lord's ear and, as such, has much influence at court.

Attributes		Combat Abilities	
Strength	-1	Initiative	1
Agility	0	Melee	0
Mind	2	Ranged	-1
Appeal	1	Damage	d6-1
Lifeblood	4	Defense	2
Movement	30	Protection	0

**Careers:** Seducer 1, Seer 1  
**Protection:** -  
**Defense:** -  
**Weapon:** Quarterstaff (d6-1) or dagger (d6L)  
**Fate Points:** 2 points

## Cutpurse

Fjarrstrand's larger settlements are home to numerous beggars and street urchins. Some have found more nefarious means of making ends meet...

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	2	Melee	0
Mind	0	Ranged	-1
Appeal	0	Damage	d6L+1
Lifeblood	5	Defense	2
Movement	30	Protection	1

**Careers:** Beggar 1, Thief 1  
**Protection:** Thick woolen cloak and rags (1)  
**Defense:** -  
**Weapon:** Dagger (d6L+1)



## Druid

Druids act as priests and judges for their people and make up the ruling councils of most Brjotaband settlements.

Attributes		Combat Abilities	
Strength	-1	Initiative	1
Agility	0	Melee	0
Mind	2	Ranged	0
Appeal	1	Damage	d6-1
Lifeblood	4	Defense	1
Movement	30	Protection	0

**Careers:** Priest 2  
**Protection:** -  
**Defense:** -  
**Weapon:** Quarterstaff (d6-1) or sickle (d6L)  
**Arcane Power:** 11 points

## Executioner

Some Austrmen lords employ Executioners. Executioners are charged with the tasks of gaining information through torture and of publicly dispatching condemned criminals in such a way as to dissuade others from similar enterprises.

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	0	Melee	2
Mind	0	Ranged	0
Appeal	1	Damage	d6H+1
Lifeblood	6	Defense	0
Movement	30	Protection	1

**Careers:** Executioner 2  
**Protection:** Thick woolen cloak (1)  
**Defense:** -  
**Weapon:** Great Axe (d6H+1)



## Explorer

This well-traveled surveyor explores the edges of civilization in search of new lands to settle and new resources to trade.

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	1	Melee	1
Mind	1	Ranged	1
Appeal	0	Damage	d6
Lifblood	5	Defense	0 (1)
Movement	30	Protection	1
Careers:	Hunter 1, Trader 1		
Protection:	Leather jerkin (1)		
Defense:	Shield (1)		
Weapon:	Spear (d6) or bow (d6)		

## Frontier Trader

A life of journeying along dangerous roads has made this merchant wary and given him some battle scars.

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	0 (-1)	Melee	1
Mind	1	Ranged	0
Appeal	1	Damage	d6
Lifblood	5	Defense	1 (3)
Movement	30	Protection	1
Careers:	Trader 2		
Protection:	Padded armor (1)		
Defense:	Large shield (2)		
Weapon:	Axe (d6) or bow (d6)		

## Fyrdsmen Sergeant

A grizzled warrior, a little past his prime, but still superior in combat to most of the callow youths that make up the bulk of the local militia or fyrd.

Attributes		Combat Abilities	
Strength	2	Initiative	0
Agility	0 (-1)	Melee	2
Mind	0	Ranged	0
Appeal	0	Damage	d6+2
Lifblood	7	Defense	0 (2)
Movement	30	Protection	1
Careers:	Warrior 1, Farmer 1		
Protection:	Padded jerkin (1)		
Defense:	Large shield (2)		
Weapon:	Axe or spear (d6+2)		

## Huntsman

This experienced hunter is an expert at tracking, trapping, hunting, and field dressing game animals.

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	1	Melee	0
Mind	1	Ranged	1
Appeal	0	Damage	d6
Lifblood	5	Defense	1 (2)
Movement	30	Protection	1
Careers:	Hunter 2		
Protection:	Leather jerkin (1)		
Defense:	Shield (1)		
Weapon:	Spear (d6) or bow (d6)		

## Gifted Craftsman

Blessed with the ability to create all manner of finely wrought or woven articles, this Artificer's work is highly sought.

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	0	Melee	1
Mind	2	Ranged	0
Appeal	0	Damage	d6
Lifblood	5	Defense	1
Movement	30	Protection	1
Careers:	Artificer 2; or Artificer 1, Blacksmith 1		
Protection:	Leather apron and gloves (1)		
Defense:	-		
Weapon:	Hammer (d6) or Dagger (d6L)		

## Godi

This nobly-born priest has both administrative and religious responsibilities within his clanhold. The godi is usually a wealthy and respected man in his district, who maintains the communal hall in which community religious observances and feasts are held.

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	0	Melee	1
Mind	1	Ranged	0
Appeal	1	Damage	d6
Lifblood	5	Defense	1
Movement	30	Protection	1
Careers:	Noble 1, Priest 1		
Protection:	Thick, fur-lined, cape (1)		
Defense:	-		
Weapon:	Quarterstaff (d6) or spear (d6)		
Arcane Power:	8 points		

## Household Champion

This notable warrior is a valued retainer of a noble lord. His prowess at arms furthers the renown of his household, and makes him a dangerous opponent.

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	1 (0)	Melee	2
Mind	0	Ranged	-1
Appeal	0	Damage	d6+1
Lifeblood	6	Defense	1 (3)
Movement	30	Protection	1

**Careers:** Champion 2  
**Protection:** Chain shirt (1)  
**Defense:** Large shield (2)  
**Weapon:** Sword (d6+1)

## Huscarl

These battle-hardened veterans guard their lord with unwavering loyalty. In return for this service, they are generously rewarded by their liege.

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	1 (-1)	Melee	2
Mind	0	Ranged	-1
Appeal	0	Damage	d6+1
Lifeblood	6	Defense	1 (2)
Movement	30	Protection	3

**Careers:** Warrior 2  
**Protection:** Reinforce chain hauberk (3)  
**Defense:** Shield (1)  
**Weapon:** Sword (d6+1)

## Itinerant Priest

This holy person travels the lands, living off of the hospitality of others in exchange for blessings and guidance. A life on the road has given him some lessons in self-preservation.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	0	Melee	0
Mind	1	Ranged	0
Appeal	1	Damage	d6
Lifeblood	5	Defense	1
Movement	30	Protection	1

**Careers:** Priest 2  
**Protection:** Thick, fur-lined, cape (1)  
**Defense:** -  
**Weapon:** Quarterstaff (d6)  
**Arcane Power:** 10 points

## Loremaster

These sages and scribes commit the tales of great heroes and rulers to paper, making sure that they are passed down to future generations.

Attributes		Combat Abilities	
Strength	-1	Initiative	0
Agility	0	Melee	0
Mind	3	Ranged	0
Appeal	0	Damage	d3
Lifeblood	4	Defense	2
Movement	30	Protection	0

**Careers:** Scribe 2  
**Protection:** -  
**Defense:** -  
**Weapon:** Pen knife (d3)

## Lumbering Brute

This laborer is as strong as an ox... and just as bright. If moved to violence, he is a formidable foe.

Attributes		Combat Abilities	
Strength	3	Initiative	0
Agility	0	Melee	2
Mind	-1	Ranged	0
Appeal	0	Damage	d6+3
Lifeblood	8	Defense	0
Movement	30	Protection	0

**Careers:** Worker 2  
**Protection:** -  
**Defense:** -  
**Weapon:** Club (d6+3)

## Mariner

A well-traveled professional seaman – probably a survivor of several sea-battles, and he doesn't mind telling you about them. He might hold a position on board a ship – perhaps as boatswain or second mate on a smaller vessel.

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	1 (0)	Melee	1
Mind	0	Ranged	0
Appeal	0	Damage	d6+1
Lifeblood	6	Defense	1 (3)
Movement	30	Protection	0

**Careers:** Sailor 2  
**Protection:** -  
**Defense:** Large shield (2)  
**Weapon:** Axe, sword, or spear (d6+1)

## Master Blacksmith

Years of working the bellows and hammering steel have made this smith a formidable presence.

Attributes		Combat Abilities	
Strength	2	Initiative	0
Agility	0	Melee	2
Mind	0	Ranged	0
Appeal	0	Damage	d6+2
Lifblood	7	Defense	0
Movement	30	Protection	1

**Careers:** Blacksmith 2  
**Protection:** Leather apron and bracers (1)  
**Defense:** -  
**Weapon:** Hammer (d6+2)

## Mercenary

Sells-swords are commonly employed by wealthy merchants and lords to protect (or further) their interests.

Attributes		Combat Abilities	
Strength	2	Initiative	0
Agility	1 (0)	Melee	2
Mind	0	Ranged	-1
Appeal	-1	Damage	d6+2
Lifblood	7	Defense	1 (2)
Movement	30	Protection	2



**Careers:** Mercenary 2  
**Protection:** Chainmail (2)  
**Defense:** Shield (1)  
**Weapon:** Sword (d6+2)

## Pirate

Vikings and other sea-wolves prowl the sea lanes in search of easy plunder from merchant vessels.

Attributes		Combat Abilities	
Strength	2	Initiative	1
Agility	1 (0)	Melee	2
Mind	0	Ranged	-1
Appeal	-1	Damage	d6+2
Lifblood	7	Defense	0 (2)
Movement	30	Protection	1

**Careers:** Sailor 1, Warrior 1  
**Protection:** Leather armor (1)  
**Defense:** Large shield (2)  
**Weapon:** Axe, sword, or spear (d6+2)

## Skirmisher

Skirmishers are master trackers and guerrilla fighters, with an intimate knowledge of the landscape.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	2	Melee	0
Mind	0	Ranged	1
Appeal	0	Damage	d6
Lifblood	5	Defense	0 (1)
Movement	30	Protection	1

**Careers:** Hunter 1, Warrior 1  
**Protection:** Light leather (1)  
**Defense:** Shield (1)  
**Weapon:** Bow or spear (d6)

## Spy

Posing as traveling merchants and entertainers, spies often bring news from one court to another in exchange for coins. Some are in the full-time employ of a one (or more) lord(s).

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	0	Melee	0
Mind	1	Ranged	0
Appeal	1	Damage	d6L
Lifblood	5	Defense	1
Movement	30	Protection	1

**Careers:** Assassin 1, Trader or Tumbler 1  
**Protection:** Thick cloak and woolen shirt (1)  
**Defense:** -  
**Weapon:** Dagger (d6L)

## Thug

The growth of coastal settlements and the rise of the merchant class has brought with it the rise of criminals... and their hired goons.

Attributes		Combat Abilities	
Strength	1	Initiative	1
Agility	2	Melee	1
Mind	0	Ranged	0
Appeal	-1	Damage	d6+1
Lifblood	6	Defense	0
Movement	30	Protection	1
<b>Careers:</b> Mercenary 1, Thief 1			
<b>Protection:</b> Padded armor (1)			
<b>Defense:</b> -			
<b>Weapon:</b> Cudgel (d6+1) or dagger (d6L+1)			

## Traveling Performer

Professional entertainers travel as troupes throughout Fjarrstrand. Some incorporate animal acts into their performances.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	1	Melee	0
Mind	0	Ranged	0
Appeal	1	Damage	d6L
Lifblood	5	Defense	1
Movement	30	Protection	0
<b>Careers:</b> Skald 1; Beastmaster 1 or Tumbler 1			
<b>Protection:</b> -			
<b>Defense:</b> -			
<b>Weapon:</b> Cudgel or dagger (d6L)			

## Witch

These magicians (called vödur) are skilled at the creation of various herbal remedies and are known to level curses at those who cross them.

Attributes		Combat Abilities	
Strength	-1	Initiative	1
Agility	0	Melee	0
Mind	2	Ranged	0
Appeal	1	Damage	d6-1
Lifblood	4	Defense	1
Movement	30	Protection	0
<b>Careers:</b> Magician 1, Physician 1			
<b>Protection:</b> A thick, woolen cloak			
<b>Defense:</b> -			
<b>Weapon:</b> Quarterstaff (d6-1)			
<b>Arcane Power:</b> 9 points			

## NON-HUMAN TOUGHS

Generally, NPC Toughs in the Fjarrstrand campaign will be humans. There will be rare occasions, however, when you may want to introduce nonhuman Toughs into your game.

Toughs of some races (such as giants or trolls) would not work, as they would be far too powerful. Other races, such as fossegrim or nøkken, are too tied to a specific place to be found anywhere else. All non-human Toughs have more Lifblood than their human counterparts. Non-human Toughs are usually more powerful than their human counterparts. In order to create nonhuman Toughs, simply adjust the Tough NPC's statistics as shown below:

### Dwarven Toughs

Attributes		Combat Abilities	
Strength	+2	Initiative	-
Agility	-	Melee	+1
Mind	+1	Ranged	-
Appeal	-1	Damage	-
Lifblood	+7	Defense	-
Movement	-	Protection	-

#### Traits

- **Night Sight:** Dwarfs receive a bonus die when darkness causes negative modifiers to see things.

### Elven Toughs

Attributes		Combat Abilities	
Strength	-	Initiative	+1
Agility	+1	Melee	-
Mind	+1	Ranged	-
Appeal	+1	Damage	-
Lifblood	+5	Defense	-
Movement	+5	Protection	-

#### Traits

- **Fey Vulnerabilities:** When attacked and damaged with a weapon made of cold iron or truesilver, increase the Damage rating by one type (i.e. from d3 to d6L, from d6 to d6H, from d6H to 2d6, etc.).
- **Gifts of the Fey:** The alfar are immune to any effects related to age or disease.
- **Night Sight:** Elves receive a bonus die when darkness causes negative modifiers to see things.
- **Unearthly Presence:** Elves exude an aura of pale light and gain a bonus die when

attempting to influence or intimidate non-elves.

## Huldrefolk Toughs

Attributes		Combat Abilities	
Strength	-	Initiative	-
Agility	-	Melee	-
Mind	-	Ranged	-
Appeal	+1	Damage	-
Lifeblood	+3	Defense	-
Movement	-	Protection	-

### Traits

- **Fey Vulnerabilities:** When attacked and damaged with a weapon made of cold iron or truesilver, increase the Damage rating by one type (i.e. from d3 to d6L, from d6 to d6H, from d6H to 2d6, etc.).
- **Gifts of the Fey:** The huldrefolk are immune to any effects related to age or disease.
- **Night Sight:** Huldrefolk receive a bonus die when darkness causes negative modifiers to see things.

## Merfolk Toughs

Attributes		Combat Abilities	
Strength	+1	Initiative	-
Agility	-	Melee	-
Mind	-	Ranged	-
Appeal	-1 or +1*	Damage	-
Lifeblood	+3	Defense	-
Movement	-	Protection	-

\* Male merfolk have a -1 penalty to Appeal, while female merfolk have a +1 bonus to Appeal.

## Selkie Toughs

Attributes		Combat Abilities	
Strength	-	Initiative	-
Agility	-	Melee	-
Mind	-	Ranged	-
Appeal	+2	Damage	-
Lifeblood	+3	Defense	-
Movement	-	Protection	-

### Traits

- **Shapeshift:** A sealskin's natural shape is that of a seal, but they can change into human form by removing their seal skin. If the skin is lost, a sealskin can never change back to its seal form and must live forever as a human.



## Småfolk Toughs

Attributes		Combat Abilities	
Strength	-1	Initiative	-
Agility	+1	Melee	-
Mind	-	Ranged	-
Appeal	-	Damage	-
Lifeblood	+2	Defense	-
Movement	-	Protection	-

### Traits

- **Fey Vulnerabilities:** When attacked and damaged with a weapon made of cold iron or truesilver, increase the Damage rating by one type (i.e. from d3 to d6L, from d6 to d6H, from d6H to 2d6, etc.).
- **Gifts of the Fey:** Småfolk are immune to any effects related to age or disease.
- **Night Sight:** Småfolk receive a bonus die when darkness causes negative modifiers to see things.
- **Shapechange:** Småfolk are often able to alter their size. Nisse and tomte can shrink to the size of a mouse (Tiny), while spriggans can grow to Very Large brutes. Adjust the småfolk's Strength and Damage ratings to reflect their new size. Lifeblood ratings do not change.

## VILLAINS

Villains are the arch-enemies of the Heroes. They will be created just like creating a Hero. They are the ones behind the nefarious plots that the characters become involved in.

Villains often have huge numbers of Rabble at their disposal, and one or more Toughs as their lieutenants, henchmen, and bodyguards.

**Villain Points:** Villains have Villain Points (VP), which are used by the GM in the same way the players use their Hero Points.

Here are additional options for Villain Points:

- **Timely Escape:** The Villain can affect an escape from the Heroes if things are going badly for him:

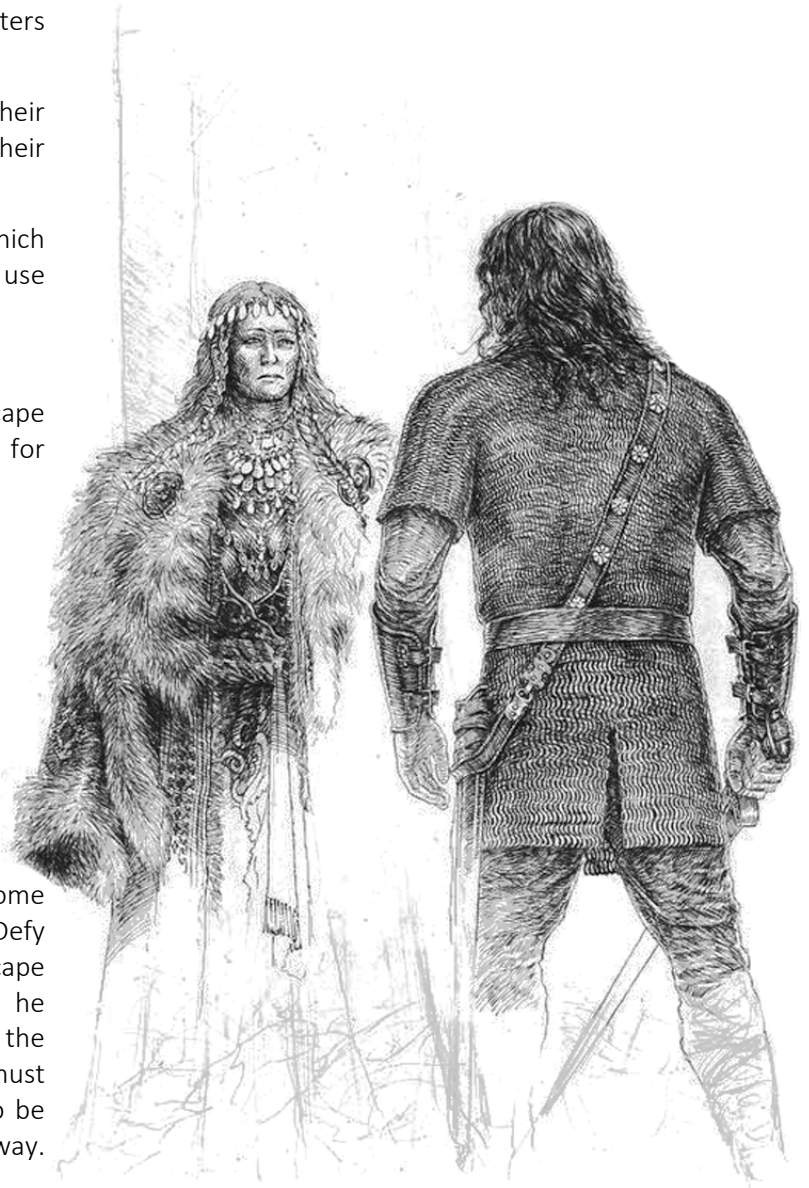
*Whilst their attention is elsewhere, the Villain slips around a corner...*

*Just as they are about to advance on the evil necromancer, he smiles and turns, opening a secret panel in the wall by which he makes his escape...*

*The Villain falls over the edge of a cliff, but when the Heroes look down to see his broken body, he isn't there...*

However he does it, he escapes, to begin some other fiendish plot. Combined with the Defy Death option, a Villain can use this to escape even when, to all intents and purposes, he appears dead to the Heroes. He must have the opportunity to slip away – so the Heroes must have their attention elsewhere for him to be able to make use of his Villain Points in this way.

- **Meat Shield:** Villains can use nearby Rabble as “meat shields” to absorb all damage caused by a single blow – similar to the Splintered Shield, Shattered Sword option for Hero Points.



## NPC QUICK-REFERENCE CHART

NPC Type	Attributes	Combat	Careers	Lifeblood	Damage	Special Rules
Rabble	0	0	0-1	2+Str	1 or d3 (armed)	Horde
Toughs	0-2	0-2	2	5+Str	by weapon	
Villains	0-4	0-4	4+	10+Str	by weapon	Villain Points



# THE TWILIGHT OF THE GODS

TO THE GODS CROWED GOLLINKAMBI,  
HE WAKES THE HEROES IN ODIN'S HALL;  
AND BENEATH THE EARTH DOES ANOTHER CROW,  
THE RUST-RED BIRD AT THE BARS OF HEL.

NOW GARM HOWLS LOUD BEFORE GNIPAEHELLIR,  
THE FETTERS WILL BURST, AND THE WOLF RUN FREE;  
MUCH DO I KNOW, AND MORE CAN SEE  
OF THE FATE OF THE GODS, THE MIGHTY IN FIGHT.

BROTHERS SHALL FIGHT AND FELL EACH OTHER,  
AND SISTERS' SONS SHALL KINSHIP STAIN;

HARD IS IT ON EARTH, WITH WHOREDOME RIFE;  
AN AXE-AGE, A SWORD-AGE, SHIELDS ARE RIVEN,  
A WIND-AGE, A WOLF-AGE, ERE THE WORLD FALLS;  
NOR EVER SHALL MEN EACH OTHER SPARE.

FAST MOVE THE SONS OF MIMR, AND FATE  
IS HEARD IN THE NOTE OF THE GJALLARHORN;  
LOUD BLOWS HEIMDALL, THE HORN IS ALOFT,  
IN FEAR QUAKE ALL WHO ON HEL-ROADS ARE.

YGGDRASIL SHAKES, AND SHIVER ON HIGH  
THE ANCIENT LIMBS, AND THE GIANT IS LOOSE;  
TO THE HEAD OF MIMR DOES ODIN GIVE HEED,  
BUT THE KINSMAN OF SURTR SHALL SLAY HIM SOON.

HOW FARE THE GODS? HOW FARE THE ELVES?  
ALL JOTUNHEIM GROANS, THE GODS ARE AT COUNCIL;  
LOUD ROAR THE DWARFS BY THE DOORS OF STONE,  
THE MASTERS OF THE ROCKS: WOULD YOU KNOW YET  
MORE?

NOW GARM HOWLS LOUD BEFORE GNIPAEHELLIR,  
THE FETTERS WILL BURST, AND THE WOLF RUN FREE  
MUCH DO I KNOW, AND MORE CAN SEE  
OF THE FATE OF THE GODS, THE MIGHTY IN FIGHT.

FROM THE EAST COMES HRYM WITH SHIELD HELD HIGH;  
IN GIANT-WRATH DOES THE SERPENT WRITHE;  
O'ER THE WAVES HE TWISTS, AND THE TAWNY EAGLE  
GNAWS CORPSES SCREAMING; NAGLFAR IS LOOSE.

THEN COMES SIG-FATHER'S MIGHTY SON,  
VITHAR, TO FIGHT WITH THE FOAMING WOLF;  
IN THE GIANT'S SON DOES HE THRUST HIS SWORD  
FULL TO THE HEART: HIS FATHER IS AVENGED.

HITHER THERE COMES THE SON OF ODIN,  
THE BRIGHT SNAKE GAPES TO HEAVEN ABOVE;  
AGAINST THE SERPENT GOES ODIN'S SON.

IN ANGER SMITES THE WARDER OF EARTH,  
FORTH FROM THEIR HOMES MUST ALL MEN FLEE;  
NINE PACES FARES THE SON OF THE ALL-FATHER,  
AND, SLAIN BY THE SERPENT, FEARLESS HE SINKS.

THE SUN TURNS BLACK, EARTH SINKS IN THE SEA,  
THE HOT STARS DOWN FROM HEAVEN ARE WHIRLED;  
FIERCE GROWS THE STEAM AND THE LIFE-FEEDING FLAME,  
TILL FIRE LEAPS HIGH ABOUT HEAVEN ITSELF.

NOW GARM HOWLS LOUD BEFORE GNIPAEHELLIR,  
THE FETTERS WILL BURST, AND THE WOLF RUN FREE;  
MUCH DO I KNOW, AND MORE CAN SEE  
OF THE FATE OF THE GODS, THE MIGHTY IN FIGHT.

<b>CHARACTER NAME</b>		<b>CAMPAIGN SETTING</b>	
<b>CAREERS</b>		<b>LANGUAGES</b>	
<b>APPEARANCE</b>		<b>PERSONALITY</b>	
<b>ATTRIBUTES</b>		<b>COMBAT ABILITIES</b>	
STRENGTH	<input style="width: 80%;" type="text"/>	INITIATIVE	<input style="width: 80%;" type="text"/>
AGILITY	<input style="width: 80%;" type="text"/>	MELEE	<input style="width: 80%;" type="text"/>
MIND	<input style="width: 80%;" type="text"/>	RANGED	<input style="width: 80%;" type="text"/>
APPEAL	<input style="width: 80%;" type="text"/>	DEFENSE	<input style="width: 80%;" type="text"/>
<b>PRIORITY</b>	MIND+INITIATIVE		
<b>RESOURCES</b>			
HERO POINTS	<input style="width: 80%;" type="text"/>	LIFEBLOOD	<input style="width: 80%;" type="text"/>
ARCANE POWER	<input style="width: 80%;" type="text"/>	ADVANCEMENT POINTS	<input style="width: 80%;" type="text"/>
<b>WEAPONS</b>	<b>DMG</b>	<b>ARMOR</b>	<b>PROT</b>
<b>BOONS</b>		<b>FLAWS</b>	

## CAMPAIGN NOTES

## CHARACTER NOTES

### HERO POINT USE

**TWIST OF FATE**

Add a new story element

**LUCK OF THE GODS**

Roll the dice again

**MIGHTY SUCCESS**

...from success

**LEGENDARY SUCCESS**

...from mighty success

**DEFY DEATH**

Get back to 0 Lifeblood

**SHAKE OFF WOUNDS**

Use action for +1d6 Lifeblood

**SPLINTERED SHIELD**

Block all damage

**SHATTERED SWORD**

Block all damage

### CHARACTER PORTRAIT

### ADVANCEMENT POINT USE

**RAISE ATTRIBUTE**

Current Attribute + New Value

**RAISE COMBAT ABILITY**

New value + 1

**RAISE CAREER**

New Value

**BUY OFF A FLAW**

2 points

**BUY A NEW BOON**

2 points

